
Subject: Game finshed =)
Posted by [Anonymous](#) on Fri, 08 Mar 2002 06:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have just completed it!! yay!!

Subject: Game finshed =)
Posted by [Anonymous](#) on Fri, 08 Mar 2002 08:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

It took me 2 days to beat this game, I was kindof disapointed that you dont even meet Kane in person. Oh well, maybe there will be a TS Renegade. Im going to try playing the game on a harder dificulty level. The game is awsome though, wish there was blood though.

Subject: Game finshed =)
Posted by [Anonymous](#) on Fri, 08 Mar 2002 08:26:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Karrde...Hmm, seen the name before somewhere You don't get to meet Kane?! that sucks.

Subject: Game finshed =)
Posted by [Anonymous](#) on Fri, 08 Mar 2002 08:35:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

CONGRATS!!

Subject: Game finshed =)
Posted by [Anonymous](#) on Fri, 08 Mar 2002 08:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey i'm stuck in the level where you have to save mobius and petrova, and i got the secondary objectives destroy alpha and beta station but i have no idea how to get there! i've tried everything except for cheats, which i don't want to use unless it's absolutely necessary (sory for spelling)Help please!!!Mathijs

Subject: Game finshed =)
Posted by [Anonymous](#) on Fri, 08 Mar 2002 09:57:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

go to the place where it have the nod tank(u can drop in) 1- take elevator and go down 2-

check around and u must found another elevator, this elevator must go down to the basement...and could destroy Beta & Apha and rescue Mobius ,Petrova..make sure u have a lot of munition..u will defeat a boss...

Subject: Game finished =)
Posted by [Anonymous](#) on Fri, 08 Mar 2002 10:55:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ops, sorry for the spoiler.

Subject: Game finished =)
Posted by [Anonymous](#) on Fri, 08 Mar 2002 10:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

SPOILER ALERT!!! DON'T READ THIS IF YOU HAVE NOT FINISHED THE GAME!You get to talk to Kane through a hologram, but never actually see him or get close enough to kill him. It would have been cool for it to happen, but oh well. At least I got to snoop through his bedroom.

Subject: Game finished =)
Posted by [Anonymous](#) on Fri, 08 Mar 2002 10:59:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was a bit dissapointed that there were not more C&C like missions, like the first, second, the one were you jump out of the plane and the "plant the ion beacon in front of the temple" mission (although it was a bit boring with no other GDI units around)I didn't like all the underground stuff.

Subject: Game finished =)
Posted by [Anonymous](#) on Fri, 08 Mar 2002 11:29:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think there tkin bout another 2 command and conquer games in the making im not sure!!! i wanna meet kane tho lol!!!

Subject: Game finished =)
Posted by [Anonymous](#) on Fri, 08 Mar 2002 14:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I wanna fly the orca and the apache in it tho!!!! theres screenies of that in mulitplayer but it hasn't come out yet [March 08, 2002: Message edited by: CaLiFoRnIaN_HoTTiE]

Subject: Game finished =)
Posted by [Anonymous](#) on Fri, 08 Mar 2002 15:15:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Congrats. I hope it made you feel as warm and fuzzy inside as me... Uhh, maybe not. I'm just starting to love all things Command & Conquer, and this game is great. It's especially good to look for classic C&C references like Seth, and other neat things like the tomb of... well, there's another post in here somewhere detailing that. I think they actually spend more time plotting the storyline than actually coding the game, which is nice if you think about it...I just wish they did more classic C&C stuff, it was fun while it lasted and most missions were special and fun, but I just wish they'd added a few extra levels, just classic C&C skirmishes that didn't forward the storyline, or weren't part of the campaign, but just as a bonus. It would've been fun to play in a C&C battle, or do some classic styled missions... GDI mission one, maybe, protect the beachhead and hunt down the Nod forces with a bunch of backup. Short, simple, fun. And a lot of 'what-if' scenarios, steal a Nod vehicle of your choice and try to overpower a whole base, with no time constraints or scientists to rescue or *shudder* escort...I hope the Westwood crew reads the forums frequently...

Subject: Game finished =)
Posted by [Anonymous](#) on Sat, 09 Mar 2002 00:45:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks like theres lots of room for an expansion (Westwood, listening?)

Subject: Game finished =)
Posted by [Anonymous](#) on Sat, 09 Mar 2002 09:06:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

A service bay we b good too!

Subject: Game finished =)
Posted by [Anonymous](#) on Sat, 09 Mar 2002 09:53:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I hope westwood is planning to add an construction yard to a map. If an building is destroyed too bad for u i didn't like that at all!

Subject: Game finished =)
Posted by [Anonymous](#) on Sat, 09 Mar 2002 10:19:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

where in the level is that exactly, in the building with the tree domes, where you cross a bridge with the light tank? at the end there is another elevator and if i go down there i end up in the

central space with two columns where i shot some nod guys before with the tank in the same space as the bridge. Or do i have to go another way, cause if i drive back there will be lots of choppers bringing nod officers and black hands which kill me all the time. HELP!!

Subject: Game finished =)
Posted by [Anonymous](#) on Mon, 11 Mar 2002 01:14:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I hope there is an expansion for C&C Renegade, after all, Westwood have had one for all of their C&C series!!! And I hope that maybe some of the ideas from the fans could be incorporated into it. It took me 2 days to complete the game, but I was expecting more NOD units in some of the bases?-----"Inferior tactics detected" – Cabal"By the way, missile launch detected!" – Cabal[March 11, 2002: Message edited by: djkmDevastator]

Subject: Game finished =)
Posted by [Anonymous](#) on Mon, 11 Mar 2002 05:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I WANT THE GMAX TOOLS i hope there will be a lot of people making singel and multyplayer maps

Subject: Game finished =)
Posted by [Anonymous](#) on Tue, 12 Mar 2002 05:28:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Look for the red elevators.They usually have a barrier of some sort in front of them.I guess to show that they are "out of order".That is how I found them.

Subject: Game finished =)
Posted by [Anonymous](#) on Tue, 12 Mar 2002 09:40:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

THanks I found it but now i'm having trouble with escorting mobius out of there i reach the top of thew first elevator and then templars initiates and black hands and they all kill me and mobius but i will find a solution somehow!!

Subject: Game finished =)
Posted by [Anonymous](#) on Tue, 12 Mar 2002 12:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I found it by not jumping into the tank and going out in the open area on the sky bridge taking out the black hand and techies. then went to the edge by where u just killed them and an elevator will take you down to the bottom where you have to fight a nod buggy and some more black hand. The area your looking for is by some oil barrels and a generator. The elevator is right there. it will take you down.
