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Subject: Renegade single player is way to easy  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 08:06:00 GMT  
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Renegade single player is way to easy. there is always one way to go and you are never confronted with enemy's in a way that pure stealth is needed. Till the last level i could win by attacking a kamikaze-like method. Just rush in and kill everything. If a Renegade 2 like game is to be released i have this tip for the scenario creators. Make almost impossible scenario's so the game will be a challenge to finish. Anyone agree? By the way: im dutch so dont comment on language mistakes.

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Subject: Renegade single player is way to easy  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 08:26:00 GMT  
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What level medium or hard? And yeah the single player isn't very difficult, but it's just fun to play. I haven't only bought it for the SP. Trouwens welkom op de message board van een mede Nederlander.

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Subject: Renegade single player is way to easy  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 08:37:00 GMT  
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hey een nederlander I finished the game at medium and i played to the level with the submarine on hard but still i found it a bit too easy. i just went on gaming on the internet. unfortunatly my connection isn't that super but even with 56k6 renegade is fast enough on the net.

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Subject: Renegade single player is way to easy  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 08:47:00 GMT  
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zullen we er een feessie van maken? \*\*\*\*, rene666... your English really sucks! But the single player really is too easy! 2 days when I finished it... in the HARD mode greetz, je moeder

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Subject: Renegade single player is way to easy  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 09:03:00 GMT  
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THE hand of nod had ben cool ifg its as bigg as in singel player that you have to fight inside the buildings too not only rush in and walk 5 m to blow it like the oblisk you have ot tekae the elevator and like that bigg buildings is cool in singel why are they so small in multy player

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Subject: Renegade single player is way to easy  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 09:25:00 GMT  
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If you want tough tactics and the requirement of stealth try "Operation Flashpoint" now that's a bear to deal with..

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Subject: Renegade single player is way to easy  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 09:38:00 GMT  
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lag + load time + lower fps = larger buildingsi guess if you want that

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Subject: Renegade single player is way to easy  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 10:39:00 GMT  
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If everything is as big as they are in SP, then it'd be so freain' hard to plant C4. And planting beacon would be so much easier since there are so many places you can hide it.

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Subject: Renegade single player is way to easy  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 10:48:00 GMT  
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If all dutch people post here i post here 2 You can find more renegade people(most dutch) on irc check my sigBut it is easy on hard to only thing what is hard is to keep mobius or hotwire alive because they are so stupid

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Subject: Renegade single player is way to easy  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 10:48:00 GMT  
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I'd like to see a few misison based maps where only one building is present for each side. Make them HUGE and sprawling if needbe, it would be kind of cool to see 10 GDI troops marching into the Nod temple and having all hell break loose.

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Subject: Renegade single player is way to easy  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 19:15:00 GMT  
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You know before the game was released in the previews and stuff they said you could complete

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the missions how you want to, stealth or run and gun, and there's more than one way to complete a mission, well I've played through it and I have to say is there's only one way through each mission and you just about have to run and gun every mission.

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Subject: Renegade single player is way to easy  
Posted by [Anonymous](#) on Sun, 24 Mar 2002 21:24:00 GMT  
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this is a FPS not a RPG lets not forget that

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