
Subject: Describe your first Renegade game/successful beacon

Posted by [Starbuzz](#) on Sun, 10 Jan 2010 23:41:41 GMT

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Share details about your first ever Renegade game in online multiplayer AND tell about your first ever successful beacon. If you can remember!

FIRST GAME:

The first map I ever set foot on is Walls_Flying.

I spawned in the middle PT in the Nod Refinery as a Nod soldier. I dunno what server it was. As I walked out of the front door and crossed the air strip runway, I noticed the whole base was empty and the thing that caught my eye was the red sky and nuclear ash clouds (someone had just nuked something).

I didn't know how to change chars yet so I went up the wall on the left side and just stood there taking it all in till I noticed an Orca flying in from the right...lol it was so close in my face! I shot it with my rifle and I saw its health go down after which it retreated.

I remember typing in chat and bragging about how I "drove that Orca away!"

That's all I remember about my first game online.

FIRST SUCCESSFUL BEACON:

It was on City_Fly. I managed to buy a beacon. I still didn't know how to change chars lol.

So with the GDI soldier I went all the way up the bridge and went right into the Nod base. AS was the only building left. There was a Nod/GDI gang bang going on nearby...so I just walked in and planted my ion on the end of the strip. gg lulz

edit:

I know sometimes it could be just vague memories for many of you who have been playing since the game came out but do try to remember for it will be nice to know! I will enjoy reading your stories

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [R315r4z0r](#) on Sun, 10 Jan 2010 23:50:49 GMT

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I don't remember my first beacon, but I remember my first game.

I had played Renegade for a few years offline in singleplayer and multiplayer practice.

I had AOL and dialup at the time, so when I first learned how to connect to the internet, I was ecstatic. The first game I ever played over the internet was RA2, I played two matches before I thought about playing Renegade.

I downloaded the patch (which took over an hour on dialup) then connected to a server. The map was field. I tried to walk forward and realized how I kept getting pushed around due to the lag.

I already knew how to play because of all the time I spent playing multiplayer practice. I don't remember exactly how the game went, but I know I loved it enough to spend the next 7 years of my life playing it.

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [Carrierll](#) on Mon, 11 Jan 2010 12:34:09 GMT

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Can't remember either, and I have a pretty good memory.

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [archerman](#) on Mon, 11 Jan 2010 13:48:06 GMT

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R315r4z0r wrote on Mon, 11 January 2010 01:50I had played Renegade for a few years offline in singleplayer and multiplayer practice.

spending years on multiplayer practice? you must have a plenty of free time

after beating the campaign, I directly dived into the multiplayer. and the first map i played on was mesa. it is still one of my favourite maps. the other one is volcano.

i dont remember my first beacon though.

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [TankClash](#) on Mon, 11 Jan 2010 16:34:04 GMT

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Well, I was dropped from the back of the transport chopper, took out a couple of snipers and had to make my way over to a convoy under attack by Nod forces, so I went over, supported them, engineer blasted tank debris to clear the road. got in to a medium tank than I saw an orca trying to take out some units and it flew away, took out a Nod harvester and made our way over to a Nod base it had an obelisk, SAM sites, scattered infantry, gun turrets and light tanks with mobile artillery.

Direct assault was not possible so randomly some general dude radios in to tell me that an ION

strike was underway, and boom, it was very pretty and lol, I walked through the Nod gate and there was a mammoth tank behind me, I was like ...

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [R315r4z0r](#) on Mon, 11 Jan 2010 16:34:58 GMT

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Can someone please suspend archerman. It seems it is impossible for him to make a post without taking a stab at someone.

I wasn't very computer literate at the time, so I didn't really know much about the internet. I didn't believe I could connect online when I had dial-up.

I spent as much time as I played online in either single player and multiplayer practice.

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [CarrierII](#) on Mon, 11 Jan 2010 18:02:57 GMT

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I don't think he's crossed a line, yet.

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [Goztow](#) on Tue, 12 Jan 2010 07:39:06 GMT

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Considering my first game was in 2003, it seems fair to me to not remember it anymore.

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [jnz](#) on Tue, 12 Jan 2010 07:45:02 GMT

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My first game was in MP-Gaming Mission DM, M08.mix (I think, it was a village set at night). I remember stealing a teammate's hum-vee lol.

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 12 Jan 2010 16:46:39 GMT

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I don't remember my first beacon, but my very first game of C&C Renegade was in the demo, I

think sometime late 2001 or early 2002.

I spawned as a Nod soldier on Under, which was the only map at the time, and just ran to the field. I went inside the Nod bunker and saw an Engineer there, and shot him dead. "Boink" "what the hell as that?!". I went more into the field and killed another GDI Soldier before I died.

I don't remember the rest of the game, but I played the demo a lot (something like 400 hours before getting the game itself).

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [ChewML](#) on Tue, 12 Jan 2010 17:22:29 GMT

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Hmm... Well I bought TFD when it came out. Play RA2 online for a month or two. Then I was like, "wtf is a renegade?"... clicked on it, didn't bother playing the single player campaign, I hopped right into the first server I seen. Jelly Marathon of course, the map was under, I bought a tank and was like, "this is awesome i has tank lols"... then someone must have thought I was contributing to the med mass behind the WF, because when I got out to repair they kept parking back there and killing it... needless to say I was a very angry noob.

I have no idea about the beacon part though...

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [Dover](#) on Tue, 12 Jan 2010 18:51:33 GMT

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My first game of Renegade I had played even before I had actually purchased the game. I was at a local internet cafe with some friend sand we decided to try out Renegade instead of our usual Counter-Strike fest. We played two 2v2s, one on City (This was before they had City_Flying) and one on Field. I actually kicked ass at both, which is a surprise because my friends were much better than me at Counter-Strike. That's probably why they never wanted to play Renegade after that.

My first successful beacon I only remember because of how incredibly good it felt. In the last minute and a half of a pretty close game on Field, I diffused the proxy C4 (Using the body of an SBH) guarding GDI's barrack's-side tunnel and planted a nuke behind the silo of the refinery. Then I just hung back and killed the engineers trying to diffuse. The beacon killed the refinery and we ended up winning the game thanks to me.

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [Di3HardNL](#) on Tue, 12 Jan 2010 21:58:09 GMT

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First game I played online was C&C Field.

I remember sitting within someone else MRLS all game thinking for a while I was firing it So not much succes there.

First months playing it online was kinda expensive for my parents tho, we had dial up that time

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [slosha](#) on Tue, 12 Jan 2010 22:18:25 GMT

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I played Under in the demo for ages back in 2005 I think it was. I was so excited when I got the full game. I don't really remember anything specific though.

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [zeratul](#) on Tue, 12 Jan 2010 22:36:56 GMT

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My first online game was nothing special to me... for it was only a year or so back...

My first successful beacon was during a stank rush and i was sbh so it was a simple placement due to the distraction noone was able to get to the beacon so it was gg

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [Goztow](#) on Wed, 13 Jan 2010 07:39:38 GMT

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Zeratul wrote on Tue, 12 January 2010 23:36My first online game was nothing special to me... for it was only a year or so back...

My first successful beacon was during a stank rush and i was sbh so it was a simple placement due to the distraction noone was able to get to the beacon so it was gg
Had a huge arrow pointing towards it already, or did that come later?

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [reborn](#) on Wed, 13 Jan 2010 08:10:40 GMT

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Zeratul wrote on Tue, 12 January 2010 17:36My first online game was nothing special to me... for it was only a year or so back...

My first successful beacon was during a stank rush and i was sbh so it was a simple placement

due to the distraction noone was able to get to the beacon so it was gg

I thought you was that famous 'the maps is bad' guy from years ago?

Subject: Re: Describe your first Renegade game/successful beacon
Posted by [Carrierll](#) on Wed, 13 Jan 2010 11:31:53 GMT

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Once again, AFAIK, no he isn't.

Subject: Re: Describe your first Renegade game/successful beacon
Posted by [u6795](#) on Fri, 15 Jan 2010 03:15:14 GMT

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First successful beacon: N/A

Subject: Re: Describe your first Renegade game/successful beacon
Posted by [Dover](#) on Fri, 15 Jan 2010 03:16:01 GMT

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Goztow wrote on Tue, 12 January 2010 23:39Zeratul wrote on Tue, 12 January 2010 23:36My first online game was nothing special to me... for it was only a year or so back...

My first successful beacon was during a stank rush and i was sbh so it was a simple placement due to the distraction noone was able to get to the beacon so it was gg
Had a huge arrow pointing towards it already, or did that come later?

ZING

Subject: Re: Describe your first Renegade game/successful beacon
Posted by [R315r4z0r](#) on Sat, 16 Jan 2010 04:35:21 GMT

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Lol, Gozzy made a funny!

Subject: Re: Describe your first Renegade game/successful beacon
Posted by [SPIKDUM](#) on Sun, 17 Jan 2010 18:52:07 GMT

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Can't remember either, it was fucking 8 years ago and I was 12 at the time.

I do remember my first successful double beacon though, on walls_flying, with all buildings still standing. I snuck into the nod base with a hottie + orca, and ioned the ref+pp, there were like 5 techies in the base and the only sak they had was on the mesa and only in the last 5 secs did he start shooting at me, so it was reasonably easy, but my hands were still shaking badly throughout the whole thing. It went off and the entire server wa like WTF JUST HAPPENED.

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [Gen_Blacky](#) on Sun, 17 Jan 2010 20:07:01 GMT

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Back in the demo days

First Game: C&C_Under

First Beacon: C&C_Under

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [_SSnipe_](#) on Sun, 17 Jan 2010 20:16:05 GMT

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Starbuzz wrote on Sun, 10 January 2010 15:41

FIRST SUCCESSFUL BEACON:

It was on City_Fly. I managed to buy a beacon. I still didn't know how to change chars lol.

So with the GDI soldier I went all the way up the bridge and went right into the Nod base. AS was the only building left. There was a Nod/GDI gang bang going on nearby...so I just walked in and planted my ion on the end of the strip. gg lulz

Such noob luck, gj

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [renohol](#) on Sun, 17 Jan 2010 22:31:33 GMT

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first game was after the PC GAMer demo disc came out in about June of 2002, had no idea what i was doing til about the 3rd game when some kid From the Netherlands taught me the basics, as far as first beacon success goes, i'm not entirely sure but i think it was isalnds and i was nod and i remember my heart beating through my chest.

Subject: Re: Describe your first Renegade game/successful beacon

Posted by [Speedy059](#) on Tue, 19 Jan 2010 05:37:21 GMT

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I think my first successful beacon was right next to the PT I bought it from. It worked just as was told in the manual when I bought it seconds earlier.
