
Subject: If you were making another game.....

Posted by [Anonymous](#) on Fri, 03 Jan 2003 10:49:00 GMT

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Okay, lets face it. Renegade is past its prime. People are playing other games. So.....If you were making a game based somewhat on Renegade (maybe Renegade 2) what would you include in it?Me, I would base it on Tiberian Sun. It would have in addition to C&C mode a deathmatch, team deathmatch, capture the flag, HL Counterstrike mode(with GDI and Nod), protection, demolition, YOU ONLY LIVE TWICE, King of the Hill , and choice of weapons (so those losers who play sniper only games cant complain)Weapons - include a rocket launcher with infra red scope(like in Red Faction) and a sort of Guided Missile launcher. Also throwable grenades and laser tripbombs and little exploding toy helicopters like in Nightfire (ok maybe not)Also a knife so SBH's can sneak stealthily on their prey and take them out (kinda completes this sneaking around experience , dont you think)Tanks - have a kamikaze tank(all my attempts at this, aside from drawing frowns and grins from my fellow players, were pretty pathetic, since i had to jump out of my buggy to blow it up.)Building - get a Radar center.Get a Mainframe Pc where engineers can steal technology . Engis have to go to the mainframe and hack it which takes about 10 secs - alarm goes off- engi has to run for it.- this will give a capture the flag feel to the gameAlthough these guys at Westwood will probably not listen to us, its still pretty good fun talking about it...

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Posted by [Anonymous](#) on Fri, 03 Jan 2003 13:23:00 GMT

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ya really cool, and it wouldnt take much 2 put a little screen at the side of the rocket launcher, with a thingy to see thru walls, i used to love that little screen when i played red faction, looking at people through walls.....ok, my way:gun extensions: rct Inchr, same idea as you. rail gun, well, maybe the ability to go thru walls like the true rail gun, and a infrared scope to see though the walls. pistol, WAY longer range, if u ever played MOHAA u will see that the hi-standard silenced pistol had extreme range, if only the one in renegade did....purchasing extentions: a new free unit, i have always wanted a free unit to have a semi auto tiberium weapon, small damage, but has 2 be tiberium! MORE TANKS! like an extreme tank, i have always wanted a MAMMOTH MARK III! with a rail gun each side that shoot at the same time, secondary fire, 2 at a time MRLS rockets, slow moving, more rail damage for it tho.oh, and the ability to buy 10 tanks at a time and a new thingy ma bob to make loads less lag!terrain: maybe the engine of UT2K3 so it can handle the perfectly smooth terrains,just like UT2K3, if u look how big some of the maps are and all the smooth hills, then it wud freeze every second in renegade, so a new engine.other: more realistic like reloading, instead of the people just putting the gun down, to reload, maybe chucking the used cartridge away and leaving it on the floor, and a knife should be in it, like a weapon wioth different actions and an extreme short rage and instant kill to all infantry. i could say alot more but i am getting finger cramp.

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more tanks! MORE FIREPOWER AND WEAPONS!!!like:SSM
Launcher!OrcaApacheHelipadConstruction YardGuard Tower(must be manned)*With enemy
detectors*^I was thinking of that Guard Tower as an outpost for rocket soldiers, and stuff...SAM
SITE(3)Airstrike(GDI Secondary Superweapon)Recon Bike(NOD Secondary
superweapon)*Unknown) I dont know...
