
Subject: Old Powerups

Posted by [OrcaPilot26](#) on Sun, 09 Nov 2003 23:52:19 GMT

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What I want to know is: Do any of the old power ups (mobius shield, ammo regeneration) actually work? Has anyone ever tested them.

My guess is, that at one point in Renegade's development history, these powerups functioned, and unless they completely removed the code, some may still work.

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Posted by [kawolsky](#) on Mon, 10 Nov 2003 19:48:36 GMT

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allot of them don`t work, yea they probably did work or were going to work but.....you know how it goes.....

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Posted by [mike9292](#) on Mon, 10 Nov 2003 21:18:02 GMT

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ive tried some of them like the stealth suit but ingame its not there and the backpack thing dosent wok either i think it might have made the game to easy so they took it out

Subject: Old Powerups

Posted by [Deactivated](#) on Tue, 11 Nov 2003 07:15:20 GMT

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Backpack - increases the total amount of weapons and ammo that commando can carry.

Headband - nothing.. just a cool bandana for commando.

Adrenaline Syringe - increases firing rate for a short period of time.

Ammo Regeneration - All weapons will have full ammo for a short period of time.

Anti-Sound Emitter - Makes makes commando's footsteps and weapons silent for a short period of time

Double Damage - Doubles the damage rate of weapons for a short period of time. A person using this power up is highlighted in blue (kinda like Quad damage in Quake 3).

Grenade Vest - Allows commando to carry grenades.

Mobious Shield - Can walk on Tiberium without taking damage and increased armour? - Prototype Assault Armor

Neuro Link - no idea

Stealth suit - makes player stealth

Tiberium Shield - temporary immunity to Tiberium.

Tissue Natites - no idea

C4 Vest - Allows Commando to carry more C4.

Subject: Old Powerups
Posted by [Falconxl](#) on Tue, 11 Nov 2003 07:53:07 GMT
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SeaMan
Tissue Natites - no idea

Health(no armor) regeneration over time.
