
Subject: Have a look at this...

Posted by [Imdgr8one](#) on Mon, 01 Dec 2003 02:53:44 GMT

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<http://www.planetcnc.com/features/me/>

Too bad the kid didn't get all his facts right...have a look at the newest one.

Subject: Have a look at this...

Posted by [Jaspah](#) on Mon, 01 Dec 2003 03:06:17 GMT

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Little does he know that those engines didn't allow what C&C Renegade has.

He just sucks at it.

Subject: Have a look at this...

Posted by [Falconx1](#) on Mon, 01 Dec 2003 03:22:15 GMT

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Wonder how many times he got raped by the best at this game. Let him rant he doesn't have to like the game, but he does have to suck at it

Just another n00b to add to the list.

Subject: Have a look at this...

Posted by [Crimson](#) on Mon, 01 Dec 2003 03:48:07 GMT

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What a retard. I just wasted 2 minutes of my life skimming that nonsensical drivel.

Subject: Have a look at this...

Posted by [MrBob](#) on Mon, 01 Dec 2003 05:39:23 GMT

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Actually, I think it's partially true somewhat.

Subject: Have a look at this...

Posted by [bigejoe14](#) on Mon, 01 Dec 2003 18:31:49 GMT

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It made me laugh.

Subject: Have a look at this...

Posted by [rm5248](#) on Mon, 01 Dec 2003 23:43:05 GMT

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MrBobActually, I think it's partially true somewhat.

yeah, that part about how EA sucks. westwood was good until EA came along, and the renegade website has had lotsa problems since it was switched to EA

Subject: Have a look at this...

Posted by [spreegem](#) on Tue, 02 Dec 2003 01:46:39 GMT

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The only thing true in there is how EA screwed the game up. I think that "/me" should be killed . . .

Subject: Have a look at this...

Posted by [maytridy](#) on Tue, 02 Dec 2003 02:44:54 GMT

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Probably just a retarded n00b who just got owned, slaughtered, wasted, and murdered online. Now he's taking his anger out with his PII, .000001 MHz pile of trash.

Subject: Have a look at this...

Posted by [IRON FART](#) on Tue, 02 Dec 2003 03:48:21 GMT

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Quite a few of the things he says are true, although most of that is purely tainted with his first impression.

RTS -> FPS Is a VERY hard conversion. I think Renegade would have been much better off as a game like Planetside. It will rake in the cash for EA bigtime, so the game can be constantly updated. (Westwood already had Earth and Beyond) And furthermore (word of the day) An MMORPG will capture the sheer scale of the GDI vs NOD struggle.

Quote:

EA told them "WE DON'T CARE FOR YOUR CHANGES WE WANT IT OUT NOOOOOOOOOOWS!!"

True. The other games from WW all had powerfull engines as Renegade did, but the rest of the game was undoubtedly rushed to meet a deadline. Although i've never heard of the february deadline. I mean, they had whole game modes that were left untouched.

Still, i'm not that guy, /me, and i don't hate the game. It could have been better, but it is still fun to play.

Quote:

Renegade's engine is shit, it's as simple as, look at the sky hell that's Doom/Quake One sky right there. Look at the floor, that's textures a retard in paint shop pro can design. Look at the models of the player, the NPC and the weapons all pathetic, low quality and just simply awful.

Renegades engine is SOOOO not shit. Doom/quake sky? Sorry for making it realistic! Next You can't compare Renegade to Unreal Tournament or Quake simply because they are different types of games within the FPS realm.

Renegade has buildings, vehicles, nukes. The objective of the game is not the objective of those other games. Next, those other games were produced by companies who had WAAAAAYY more experience in games, and they were allowed to continue updates to the game.

Quote:

its' engine is more powerful than the most recent incarnation of Unreal Technology.

Definately not, but again Unreal is made by those much more experienced. It's like the best FPS game you can buy!

The storyline of Renegade was pretty weak. But thats if you don't look below the surface. For me, the storyline gave the game some, depth, just some, and turned it away from the image of a rushed game to make quick cash. (Because there was a group like the dead-6 in the past, and there was some other similarities)

Conclusion:

This guy is obviously a very serious gamer who judged Renegade by it's playability, Quality, capability, and things like that.

For the rest of us, it's just a fun game to play.

Subject: Have a look at this...

Posted by [Ferhago](#) on Tue, 02 Dec 2003 08:36:58 GMT

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A command and conquer MMORPG

drrrooooooooooooooooooIIII

Subject: Have a look at this...

Posted by [sniper12345](#) on Tue, 02 Dec 2003 09:59:32 GMT

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looks at ferhago's sig

You sure?

Subject: Have a look at this...

Posted by [MrBob](#) on Tue, 02 Dec 2003 15:04:22 GMT

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Hey! a CnC MMORPG was originally MY idea!

Subject: Have a look at this...

Posted by [spreegem](#) on Tue, 02 Dec 2003 16:08:49 GMT

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I can see it now . . . a CnC MMORPG . . . That would be awesome, to bad EA probably won't do anything else with the CnC name.

Subject: Have a look at this...

Posted by [OrcaPilot26](#) on Tue, 02 Dec 2003 20:54:00 GMT

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Or, A Red Alert based Massively multiplayer FPS, now that I would pay \$10 a month for, If they could actually pull it off of course.

Subject: Have a look at this...

Posted by [IRON FART](#) on Wed, 03 Dec 2003 00:05:59 GMT

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C&C MMORPG:

Make a TT MMORPG, let people actually be a soldier in the war.
Next, make a RA MMORPG.

Keep adding weapons, keep adding land, keep adding events etc. Use the game engine to it's fullest, keep people playing and having fun.

Its the perfect game. Adding all that new tech, and land, etc will make it seem like the REAL Tiberium war.

Subject: Have a look at this...

Posted by [Jaspah](#) on Wed, 03 Dec 2003 00:08:34 GMT

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Like Planetside!

Subject: Have a look at this...

Posted by [IRON FART](#) on Wed, 03 Dec 2003 23:53:26 GMT

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Exactly.
