
Subject: Well, todays the day...

Posted by [PsY](#) on Sat, 01 Mar 2003 20:28:59 GMT

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KIRBY098Sir PhoenixxTiberian Sun for the most part was a big disappointment...

Renegade is a good game (although it isn't good at being an FPS)

And Yuri's Revenge was a great adon to Red Alert2.

Ok, let's get this straight.

TS was an excellent game, with good visuals, storyline, and possibility for expansion.

The original Red Alert was good too for the same reasons.

RA 2 was a let down with it's cartoony visuals, and pathetic storyline.

Cmon, phsyhic, ship killing, squids?

Renegade was, and still is, a ground breaking break from the usual UT'S, Dooms, and CS genre.

This game is/was an excellent idea.

Possability for expansion for the original red alert and tiberian sun....they did have an expansion. Tiberian sun had FireStorm (not big difference, but it had some good new units), and red alert had Aftermath which was a great expansion with new units and maps..a lot new maps, and there was counterstrike, which was basically nothing but a few maps-and the awesome ant missions!

But Tiberian sun was a BIG dissapointment for the amount of hipe-up WW was giving about it. Who here remembers when it was first released? The gamestores had life-size cardboard punchouts of the minigunners and a few other guys (kane I think), and they had the special boxes for like the first week or something, and they had the metel modles of some of the charicters included with the game...and the soundtrack too. For all that hipe-up, it really was a let-down.

Same with Renegade, it is unfinished-completly. Who here saw the teasers that WW had wayyy before it was out? If you did, take a look at the levels they are on, and the skins for the weapons and the HUD (not that skins cant be made-or levels either), they never made it into the game. That and WW basically released a Beta version to the public that you buy with money. Honostly, the self-base-nuke glitch was not something thats just an 'OOPS!'. It was something that really needed to be taken out.

A friend of mine made top 10 on the ladder because of that glitch, he would have one of his buddies come into the game and self-base-nuke the other team's Refinery or powerplant, allowing his team to win easy.

Good thing WW has finally died, no more wasted money on unfinished games.
