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Subject: Breaking News Regarding RenAlert!

Posted by [Creed3020](#) on Mon, 07 Mar 2005 21:19:30 GMT

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JeffLee67

What I'm saying is, the game only needs to be fun first, graphics are secondary. I'm sure most of us have played games with crappy graphics, but what kept us playing it was the gameplay.

As for RenAlert, I played it several times and I personally didn't enjoy it. It seemed to me that the game concentrated too much on realism that it lost the fun factor for me. Maybe I just expected it to be like Renegade but with Red Alert units, which would have been fun for me. But I'm guessing the team was going for an entirely different type of game. Then again, that's just my opinion.

Very well said, I felt the same way after trying RenAlert. There was little attention played towards making it fun, it was all about make it real!!!

Why not make it really fun?

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