
Subject: Re: Renegade is dead
Posted by [Kanezor](#) on Sat, 12 Nov 2005 01:23:39 GMT
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Aircraftkiller wrote on Fri, 11 November 2005 17:43 Try out other games. The kind of fringe element that keeps people (for some reason) hooked onto a game that is outclassed by many others is just odd to me. If you enjoy it, that's fine. I'm not stopping you from playing it and neither is anyone else who talks about how horrible the game is now. It was fun while it lasted. I've tried other games. Warcraft III/TFT sucks. It's so very cartoony in a way that makes it impossible to easily see things. I haven't played World of Warcraft, but I have seen plenty of screenshots. It is absolutely the same way, only worse. Come on, being cartoony was cool in 1990 when computers couldn't display excellent graphics at realtime speeds. But that effect was already wearing off by the time Brood War entered the scene.

Half-Life 2 and associated mods suck. Counter-Strike just simply sucks. There's nothing like waiting up to 10 minutes all because you went gung-ho and got raped by a bunch of campers. Then when you don't get owned by campers, but instead kill five or six people on a rampage, you get banned by a server admin for cheating. What the fuck? Day of Defeat is fun... but again, it just doesn't fill that niche that Renegade has. Not only does it not have destroyable bases, but it simple does NOT have vehicles. And Dystopia... that's pretty much just another first person shooter with your average infantry classes and such, no vehicles, and generally being unfun.

I tried Battlefield 2. There's nothing like pumping two clips into them and not seeing your results while they mow down your friendlies, turn on you, and kill you in one or two shots. I'm not saying that doesn't happen on Renegade... it does. But it doesn't happen in Renegade very often, maybe once every few games. But in Battlefield 2, it happens every other time I try to engage someone. Not to mention the fact that Battlefield 2 has rampant spawn killing, team killing, and general bullshitting. The three biggest Renegade has to deal with are n00bs (every game has those), cheats (any popular game has those), and being underplayed. Also, Battlefield 2 simply doesn't have that niche that Renegade has. Does BF2 have bases that can be destroyed? No. Do you get rewarded for doing well in a game and punished for sucking? Only by your rank. In Renegade, if you want something... get it. If you can't, then it's either your fault for not defending well or bad timing for joining a game that's already progressing.

I think everyone here can agree that Generals sucks. I haven't played Zero Hour for more than 10 minutes because I don't need to: it brings Generals' suckage up another notch.

At least Valve's and Blizzard's games are being patched on a regular (if infrequent, for the older games) basis. Well, I can't speak for all of Valve's games because I rarely ever open up Steam simply because that's another level of pure suck that I just won't mention... but it does seem that when I try to launch a game that I haven't played in months, there's an update that it downloads for me. I do play StarCraft fairly often, and that's been patched several times in the last few months, and so has Blizzard's other popular games. I can't say the same for EA's games -- they've all but completely dropped the Command & Conquer series. I haven't seen a patch out for Battlefield 1942 in quite a while, and that's still popular (in fact, even more popular than Renegade). EA rather has a reputation of making a new game only to stop actively supporting the game within a year. At least they're letting the C&C community somewhat support itself. Without XWIS, the C&C community would have died during the past 2-week-long++ WOL outage. Without

BHS, Renegade would have died months (if not years) ago.

Aircraftkiller, I don't mean this in a personal way; but you can take your offensive attitude toward C&C Renegade and fuck yourself. There's still no game quite like Renegade, and until there is, shut the fuck up. It might be an old game with antiquated features, but its playability is unmatched and the community's self-serving support is simply awesome. Not to mention that the storyline is my personal favorite.
