
Subject: Re: Your opinions on C&C First Decade
Posted by [Kanezor](#) on Mon, 13 Feb 2006 04:53:24 GMT
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Terminator 101 wrote on Sat, 11 February 2006 13:16 Yes Renegade is a failure because

- Many people still play the demo, and it is one of the longest lasted demo on GSA(not sure about WOL)
- Lots of people play it every day
- It is very unique game
- ...

If this is what EA calls failure then MoHAA and BF should be disasters...
MoHAA and BF aren't that much of unique games, in my opinion though... which to EA, would very much make them NOT failures!

As for the single-player campaign... I rather liked it, except for the part where you don't get to play as Nod! And except for the part where it uses a lot of lame crap for most of the campaign. And the part where the graphics did rather suck, even for the age that the game came out. And that you were nearly always on foot... rarely did you get to do anything in a vehicle for very long... and, omg the single player campaign DID suck, didn't it?!

By the way, the Renegade demo **only** works for GSA.
