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Subject: Re: the next renegade!

Posted by [Starbuzz](#) on Thu, 05 Jul 2007 15:05:25 GMT

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Even if EA is/will consider a Renegade or C&C FPS, it will still be hard for me to believe that they will actually move forward with it. If they do it, then great.

FPS games are now (they have been always) very competitive among themselves...EA would expect money to come in. I am pretty sure that the game will do very well in the C&C community but remember that, as any gamemaker would, EA will target it to the whole gaming community...especially the FPS gamers.

This brings to another problem. There are thousands of gamers who are not fans of Command & Conquer. I have had a couple of friends who bought Renegade, played it, and threw it. They said a lot of things about why they did not like it.

Judging from their answers, I realized that they had no connection with C&C games in general. They did not understand the big picture of what goes on in the C&C universe. This lack of knowledge of the C&C storyline came back to mess their Renegade experience.

They merely knew that Nod was the bad guys and GDI was the good. So the whole WW marketing slogan "get on the ground level of C&C" did not work out for these guys because they have never played the RTS games. And this was not just my friends, but thousands of other gamers as well.

For example, I remember the most breathtaking moment in Renegade for me...the start of the second Single Player mission (Rescue and Retribution) where the camera zooms in from above over the original C&C level...the landing on the beach. It was awesome, thrilling, and amazing! But since these guys never played the RTS, they were left complaining of why a crappy texture animation came on for a moment. Kane was just another bad guy for them...not the god-like antagonist we all know he is. You see why Renegade did not take off?

And this was not just my friends, this happened everywhere...casual gamers and FPS fanatics who bought it were turned off by it.

This disconnect from the storyline and their lack of familiarity with C&C in general hurt Renegade so much and halted its growth. The game thrived on the faithful C&C community but not with casual gamers who were looking for a good shooter they can pick up and play with good graphics and so on. So no wonder the money did not come in.

So Renegade will be what I think it is: an awesome and beautiful one-of-a-kind parting "thank you" gift to the dedicated fans of Command & Conquer from Westwood...who we all love to death.