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Subject: Re: C&C Tiberium - FPS Game

Posted by [bigejoe14](#) on Thu, 13 Dec 2007 18:40:40 GMT

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Starbuzz wrote on Thu, 13 December 2007 07:59 Why don't you try to understand the logic behind C&C Mode first before bashing it?

And you blatantly insult Renegade mockingly calling it the "holy grail of PC games." Renegade is probably my second most played online game. I know C&C mode well enough to justify any bashings I want to make against it. (also i am not bashing it btw)

Quote: So is it really ignorant of us remaining Renegade players to ask for a newer updated version with the current graphical standards? I don't think so.

What we hate is a game that promises endless and unsatisfactory killfests ("yay I have most kills") like in Halo. CTF, King of the Hill, Deathmatch, bullshit and other useless modes.

No, it's not ignorant, but it sure is asking a lot. There may have been a decent amount of people who greatly enjoyed Renegade, but the fact of the matter is that Renegade received less than mediocre reception when it was released. There are no words to describe how bad the single player for this game is (compared to past and more current games), and the multiplayer is this games only saving grace. They will not port Renegade over to CryEngine2 and box it up as a new game. They will make a game based on what's currently the most popular FPS trends and go from there.

edit: also what renx said

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