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Subject: Re: C&C Tiberium - FPS Game

Posted by [m1a1\\_abrams](#) on Mon, 17 Dec 2007 18:56:53 GMT

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Thanks for getting involved in the Renegade community Apoc. Obviously this is the only existing C&C FPS community, but we do tend to feel like the bastard stepchild of C&C, so it's nice to be listened to. From what I'd read so far, I was expecting this new game to act as if Renegade never existed and just copy the Battlefield style, without all the elements that made Renegade unique (i.e. C&C mode with bases/harvesters etc). The fact that you're discussing things here suggests that EA isn't completely overlooking Renegade.

I have to echo everyone else's sentiments though, when they say that Renegade's unique gameplay is the reason why we're still playing it after so many years. It's the only real FPS/RTS hybrid, which is why we haven't all switched to newer games like the Battlefield series. They might have elements in common with Renegade, but they're closer to an ordinary FPS game. Basically we're waiting for another Renegade-type game, another FPS/RTS hybrid, but it hasn't happened yet. Perhaps that's because Renegade was perceived as a failure, but it would be wrong to label Renegade's unique game style as it's reason for failing. Renegade was mainly a singleplayer game, in the vein of every other FPS at the time, with a unique multiplayer mode thrown in as an afterthought. The multiplayer is not very polished, feels unfinished... yet it's so much fun (!) and unlike any other game, we're still playing it regardless. I feel that Renegade failed because the singleplayer was it's main selling point, which unlike the thrown together multiplayer element that turned out to be brilliant... the story mode was really lacking in innovation. Combined with the outdated graphics, it didn't really grab many people's interest, but anyone who delved deeper knows that it could have been a huge success with less development setbacks and more emphasis on the online multiplayer aspect.

We're just worried that we're going to get a straight FPS game, rather than a refined version of Renegade's multiplayer. It would be depressing if even a new C&C FPS couldn't give us the "new Renegade" that we've all been hoping for, because that's probably the best chance we have of getting it.

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