
Subject: Re: C&C Tiberium - FPS Game

Posted by [Renardin6](#) on Mon, 17 Dec 2007 23:09:36 GMT

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m1a1_abrams wrote on Mon, 17 December 2007 12:56but 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 Combined with the outdated graphics, it didn't really grab many people's interest, but anyone who delved deeper knows that it could have been a huge success with less development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.

My hero, quoted you for the truth. Wanna be a Reborn tester? If yes let me know.
