
Subject: What made of Renegade a good game for us?
Posted by [Renardin6](#) on Mon, 17 Dec 2007 23:23:13 GMT
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Since EA will have a look here and since we are all fans of Renegade it would be good to throw all our comments about Renegade here. What made you love the game, what could have been done better, what was horrible... Well make sure EA knows what we expect!

On my part, Renegade was a hit because of the multiplayer unique mode : "C&C Mode"

At the time it was released, I played the single player campaign I spent more time on moh because the single player campaign was shame. Then I went back and played the skirmish. There I got the feeling: I am playing a FPS where I feel I am in C&C95... Amazing. The FPS/RTS stayed and is still for me the best kind of game. Only one game gave me this : Renegade.

Knowing that Renegade 2 was cancelled, I decided to work on the next Chapter... Renegade in TS era...

The good thing about the C&C mode:

- Not KOTH game like Battlefield. You have to destroy the base of the opponent by using tactics like you would do in a fps. Rush with the team to kill base defenses. Renegade forces the teamwork!
- The RTS touch. Knowing the base of the enemy team has to burn in hell, you have several way to do it. As an example: Attack power plant and the enemy will lose base defenses and pay twice for his assets.
- Score system, when you help your team, it's also a way to gain more credits by repairing.
- Credit system: you have to spare your money and use the right asset at the right time in order to win a game.
- You really feel that you are in a C&C game with all aspects of the game even if Renegade isn't what c&c95 was.

I could mention a lot more of ideas but I am sure the community will do it now. Let EA knows why Renegade was so good in multiplayer and what a lot of players missed by only trying the SP mode...

Thank you for your help.
