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Subject: Re: What made of Renegade a good game for us?

Posted by [Goztow](#) on Tue, 18 Dec 2007 08:07:17 GMT

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I'm not sure if any game will ever succeed in even approaching Renegade's gameplay. I sure hope it can.

I agree with a lot of things said above. What hasn't been mentioned yet: immediate join, immediate respawn and the fact you all start on an equal level! This makes the game very friendly to newcomers. Even though I may have played 15.000 games, I start every new map at the same level as the person who just bought the game. The fact I can join and leave when wanted is a great plus for a lot of casual gamers!

Balance: somehow, and i think it was more of an accident, Renegade has almost perfect balance. Surely some characters are useless but overall there's very good balance although playing styles with GDI and Nod are totally different!

Diversity: the fact you can have very good games in 3v3 as well as in 15v15. The maps were very well designed for this, IMO.

I'll make a resumee of this topic when more people replied.

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