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

Posted by [Goztow](#) on Wed, 19 Dec 2007 21:25:25 GMT

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What makes Renegade great

Small overview of this topic

#### 1. Foremost: C&C mode

C&C mode is unique. There is no other games where this unique FPS/RTS-interface has been implemented. Here's some comments that we read about C&C-mode:

The FPS/RTS stayed and is still for me the best kind of game. Only one game gave me this : Renegade.

The multiplayer is perfect, just improve the physics and graphics.C&C Mode: As much as I'm a die hard fan of Team Fortress 2 and other FPS's, Renegade's C&C mode (Tanks, Buildings, etc.) is fun.

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

The fact that strategy is based on RTS - harrassment, economy stifling, containment etc. It frankly amazes me that Westwood, the creators of RTS, incorporated better RTS strategy into the only C&C FPS than they did into any of their RTS's

Command & Conquer Mode is what we need in a new C&C FPS.

But of course, as it's been said before, the unique C&C mode. It seems simple, but for some reason, you never really see it in any other FPS. Use infantry, tanks, and a variety of weaponry to destroy the enemy base. Get about 15-20 people on each team, and you'll need a new pair of pants.

All in all, Keep the original C&C Mode

#### 2. A bit more in-depth

- Score and credits system, when you help your team, it's also a way to gain more credits by repairing. you have to spare your money and use the right asset at the right time in order to win a game.

- smooth fluid interaction between outdoor and indoor environments

- 3rd person view

Some hardcore FPS fans would call me a n00b but I think a 3rd person view also contributed to this game's much easier gameplay.

- health bar: No dumb quick kills but you have to drain the health of the enemies to get a kill (unless you are sniper).

- The best thing I like is that destroying enemy structures really have an effect on the oponent , That way battles can turn arround so its not over untill its over.

- 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.

- Balance: somehow, and i think it was more of an accident, Renegade has almost perfect balance.

- There's many different styles of play, too: Stealth, brute force, team coordination, etc... You rarely get all of that in an FPS. There's even the support role you can play.

### 3. Modding

for me it is the amount of stuff you can change(mod) so many possibilities and not all of them have been tapped yet.

It's not the quantity of the changes you can make to Renegade, it's how easily they can be done.

Then of course, the mods. Still alot in development, it's another feature of C&C games in general that also makes it great. A small mod that maybe changes some models or a few maps or adds a few new vechs to whole total conversions.

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