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

Posted by [Titan1x77](#) on Wed, 19 Dec 2007 21:38:00 GMT

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Goz, you mentioned 3rd person view, this is used more and more for cover systems giving you a larger view in games like GoW and Rainbow 6...except those can only be toggled when next to walls...renegade let you use it at anytime.

I think 3rd person was a big reason among many other things.

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