
Subject: Renegade X - Download Today

Posted by [NE]Fobby[GEN] on Tue, 25 Feb 2014 18:26:16 GMT

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Renegade X: Open Beta has been released and is now available for download!

Renegade X is a free indie game based on the original C&c Renegade. Players will be able to fight for two unique teams, manage their own economies, choose from over 30 weapons, 15 vehicles, and call in nuclear strikes, Ion Cannons, and airstrikes, and much more. Renegade X is for all players - lone wolves, team-based gamers, tankers, snipers, rushers, turtlers, and all others!

<http://www.youtube.com/watch?v=k-bLTYiaqqk&list=UUaiic-yEcwEv8VG6wRaHcDQ&feature=c4-overview>

Renegade X is FREE! It is a non-monetized game - Renegade X is straight-up free.

DOWNLOAD HERE: <http://renegade-x.com/download>

More mirrors will be added as time goes on. You are free to upload and distribute the Renegade X Open Beta, as long that the download numbers are made available to us at the end of every month for the remainder of the year.

Special thanks to Westwood Studios, Electronic Arts, Epic Games, the UDK Community, the C&C Community, my wonderful and inspirational colleagues at Totem Arts, and our loyal fans for their continued support!

System Requirements

Minimum:

Windows XP SP2 or Windows Vista
2.0+ GHz processor
2 GB system RAM
SM3-compatible video card
4 GB free hard drive space

Recommended :

Windows Vista 64 SP2
2.0+ GHz multi-core processor
4 GB system RAM
NVIDIA 200 series or higher graphics card
Plenty of HDD space

Setting-up Game Servers

A tutorial has been posted for those who are interested in setting up Renegade X Game Servers.

You can find all of that information here: [LINK]

Tips and tricks

Keybinds:

- 'F': makes you switch to a first person perspective with characters AND vehicles as well
- 'V' or 'F2': Hold it and it will change the upper right corner scoreboard to show harvester health, player credits, player locations and which players on your team are currently engineers
- 'N': Toggles on night vision on some weapons
- Shift: Use shift to sprint (there is also vehicle sprint)
- 'Q': Target a structure, friendly or enemy to initiate spotting or status messages like "Building needs repair". Hold 'Q' down and hover over multiple enemies, then release 'Q' to spot all of them in a single spot message. (In later updates the spot messages will sometimes also display type of spotted vehicle and type of spotted class.)
- ALT/CTRL+V: Opens up a vote menu where you can vote for changing maps, adding bots and more
- 'TAB': Opens Scoreboard
- 'K': Toggle upper right scoreboard mode between viewing all and only viewing yourself
- 'F3': Chat
- 'F4': Teamchat
- 'U': Private Message

General:

- The silo techbuildings (like the one in the middle of CNC-Field) can be captured by shooting their Master Control Terminal with a repair gun
- Hit "Esc" to change teams or suicide
- Airstrikes: To initiate an airstrike buy it from the PT then zoom and target an area. While zooming hold down the left mouse button and rotate the mouse. You will see that the visible indicator then also changes rotation. So with it you can define from which angle the airstrike should come in.

Story and Game Mode

The image below covers the basics of the game's teams, structures, special items and characters, and other important information needed to play Renegade X.

To learn more about Command and Conquer mode, check out the short tutorial video below:

<http://www.youtube.com/watch?v=ObDKswJQq0I&feature=c4-overview&list=UUaiic-yEcwEv8VG6wRaHcDQ>

Ladder

A basic Renegade X leaderboard is up. You must be logged into Steam while playing Renegade X for your statistics to be tracked. Renegade X does not require Steam.

The leaderboard can be found on our main page, here: <http://renegade-x.com/leaderboard>

Future Content

The content below will be released through patches and new versions of Renegade X.

- More multiplayer levels
- More tech buildings, including a capurable Repair Facility and Communications Centre
- Clanwars ladder
- More items
- New gamemode(s)
- Glitch fixes
- Custom map and mod support
- More to be announced on a later date!

Screenshots

These are some ingame shots of our game:

Thanks again for checking out Renegade X!. This is a special moment for all of us. We have been working on Renegade X since 2006 - we started off as an idea, then we became a mod, and now this is a full-fledged indie game. We are very satisfied with how the game has turned out, and we can't wait to see you all ingame. Let this game be a testament that dreams can come true, because at one point, Renegade X was only the dream of a few ambitious teenagers and young adults.

It was clear that there was not going to be a sequel to a game that was a big part of my life. C&C Renegade was the "failed game" with the not-so-special singleplayer campaign that was completely overshadowed by titles like Medal of Honour, Halo, and Battlefield 1942. But Renegade had a unique multiplayer formula that most reviewers seemed to have ignored. C&C

Renegade was no good for 56k players, or for players connecting to servers from different continents. Hosting online games was too difficult, unless you wanted a 4 player server on your computer. The game was virtually unsupported just a few months after release. Renegade 2 was dropped, and by 2005, the community was given control over the server browser.

Despite the poor sales, the sub-par graphics, the mediocre singleplayer, the slow internet speeds, and the lack of support, players recognized that Renegade possessed a hidden gem. C&C mode was enough to feed a thriving community for 12 years, and beget many custom maps, skin and model packs, an anti-cheat system, custom community patches, serverside mods, more ambitious mods, total conversions, and even indie games. Renegade was one of the most active (if not THE most active) C&C multiplayer games.

Now, Renegade X a full-fledged spiritual successor to the original Renegade. Our audience is massive, and every major gaming website and magazine is talking about Renegade X. Our trailers are some of the most popular C&C-related videos ever released. Old players are coming back to check us out, and old clans and communities are reforming. Our audience are those older gamers 25-45 who have been left behind by the game industry's dumbing-down of multiplayer games as of late. While the industry focuses on tablet, mobile, and gimmicky console games, there is a whole generation of lost PC gamers who have been left behind. They miss the dynamic sophistication of C&C Renegade, and they are all interested in trying out our free game.

Renegade X is not a direct remake of C&C Renegade. Yes, you will see familiar maps, characters, weapons, and vehicles - the fundamentals of the game are the same. But, no weapon is identical to the way it was before. Certain vehicles play quite differently (Artillery, MRLS, Mammoth Tank, Apache, Orca, Transport). A moderate amount of recoil and weapon spread has been given to guns (and you'll see why). The graphics, audio, and physics have received a complete overhaul. Secondary weapons and new items have been added. Capturable buildings have been added. There's so much that is different - but keep in mind that we are die-hard Renegade fans, and we are very careful with the things we change.

We look forward to your feedback, and remember that Totem Arts will always be there for the community. We will be putting out more game info and strategy videos for new players in the days and weeks to come. We'll also be fixing any of the game's problems, adding new features, adding new maps and gamemodes, making more player-friendly menus and settings, and simply be there for all those who need technical support. We are the biggest fans of our own game, so you'll find us to be very open and accessible.

Thanks again for helping our dream come true - see you on the battlefield! It's finally TIME TO ROCK & ROLL!

<http://www.renegade-x.com>
<https://www.facebook.com/CNCRenX?ref=hl>
<https://twitter.com/RenXGame>
<http://www.youtube.com/user/NEfobbyGEN/videos>
