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Subject: SAVAGE DEMO RELEASED!

Posted by [General Havoc](#) on Thu, 09 Oct 2003 22:08:30 GMT

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It's multiplayer only but there is no fees to pay monthly, it makes that clear the the exitscreen of the demo. Mainly because it is not a typical MMOG where you play on thier servers. You have up to 64 players on a server hosted by someone, much like Renegade is. This also makes it not really a MMOG on a way but the gameplay is great.

It's a FPSRTS game (First Person Shooter - Real Time Stretergy). One person is the commander and they control you like you would do in a RTS like C&C for example, you can build building then drag abox around some guy and tell them to build it, you as the players in the field can either ignore or obey the command. There are also NPC workers who mine and build for you but you get XP for doing some work. Playing as the commander it's like playing a C&C game except the people are human so you don't have the full control, the good thing is that they are better than any AI you could program.

For most of the time you will be in the FPS mode on the field unless you choose to be a commander. I've got the hang of thing and I've only been playing for 2 hours. It's real fun atm anyway.

I can run the game at 1024x768 with everything on high with no problems, but my system is built to run Planetside so If you struggle with Renegade you may have a little trouble on higher detail levels - I recommend you play it though, even if you hate it, you will love it for at least a day.

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