Subject: Single Player Renegade
Posted by phlakaton on Mon, 07 Jun 2004 21:57:22 GMT
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I installed the ol' Renegade this weekend and I played half the single player campaign... I have to say I had quite a good time! After being away from that game for a few years I have finally come back and played it again. I guess it was my disdain for the development and all the years I worked on it that made it "not" fun for me after we shipped. Since being away from it maybe I have a soft spot for some of it here and there... I just had fun playing all around. I played the multiplayer so much that single player didnt do it for me.

It was a pretty good little game with some nice polish. I will surely have fun finishing it too! Salute!

Subject: Single Player Renegade
Posted by Aircraftkiller on Mon, 07 Jun 2004 22:15:57 GMT
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What it really needs is some AI that makes sense, instead of being completely stupid with perfect weapon accuracy.

Subject: Single Player Renegade
Posted by OnfireUK on Mon, 07 Jun 2004 22:36:31 GMT
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AircraftkillerWhat it really needs is some AI that makes sense,

Amen

Subject: Single Player Renegade
Posted by Try_lee on Tue, 08 Jun 2004 00:22:16 GMT
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Something that maybe RenAlert can do?

Subject: Single Player Renegade
Posted by flyingfox on Tue, 08 Jun 2004 01:55:36 GMT
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AircraftkillerWhat it really needs is some AI that makes sense, instead of being completely stupid with perfect weapon accuracy.

But when you think about it, that would be about the same trade as having somewhat intelligent AI with decent accuracy, or very intelligent AI with horribly inaccurate firearms. I would venture that medium both would be more fun though.

Subject: Single Player Renegade
Posted by terminator 101 on Tue, 08 Jun 2004 02:41:44 GMT
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agreed

I too would rather have better AI, with a bit less acuraccy, than inteligence of a goat, with 99% acuracy (AI can't have 100% accuracy, otherwise you would not stand a chance against AI snipers   )

Subject: Single Player Renegade
Posted by gibberish on Tue, 08 Jun 2004 04:00:23 GMT
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Terminator 101AI can't have 100% accuracy, otherwise you would not stand a chance against AI snipers   )

You would in Renegade you could just walk up behind them and kill them (they don't turn round)

Subject: Single Player Renegade
Posted by cheesesoda on Tue, 08 Jun 2004 04:10:12 GMT
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but if they were smarter they would turn around.

Subject: Single Player Renegade
Posted by Spice on Tue, 08 Jun 2004 07:12:30 GMT
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in the command and conquer RTS games they never missed....

Subject: Single Player Renegade
Posted by NHJ BV on Tue, 08 Jun 2004 07:59:12 GMT
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I like the single player. The AI isn't too smart indeed, but the missions are still fun. I like the cutscenes.

Subject: Single Player Renegade
Posted by WNxTilly on Tue, 08 Jun 2004 09:05:15 GMT
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Yes that is true the snipers never miss in normal RTS C&C games but as this was made as an FPS and not an RTS then you have to allow for some differences.

The AI is not very intelligent and I'm not sure if there would be a way to solve this ever within the game. I'm sure that there is more that can be done though if some people spent some more time on it. I remember not that long back when someone thought it would be possible to make an AI APC rush full of engineers. I some how doubt that now but you never know. Many people around this community are very very good and I have a lot of faith in them.

Tilly

Subject: Single Player Renegade
Posted by Deactivated on Tue, 08 Jun 2004 09:20:27 GMT
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flyingfoxAircraftkillerWhat it really needs is some AI that makes sense, instead of being completely stupid with perfect weapon accuracy.

But when you think about it, that would be about the same trade as having somewhat intelligent AI with decent accuracy, or very intelligent AI with horribly inaccurate firearms. I would venture that medium both would be more fun though.

But then again, AI bots have toned down weapons. Try changing the weapon to a Player one in Commando Editor and see how you quickly you can die.

Subject: Single Player Renegade
Posted by KIRBY098 on Tue, 08 Jun 2004 19:36:30 GMT
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I enjoy it too. I like the Mammoth tank taking on the Nod base by himself. :twisted:

The vehicles lying all around in various states of disrepair is a nice touch.

Hey phlakaton, what's up with the hieroglyphics and the pictures of Cain and Able down in the depths of the Temple? I understand the obvious inferences to Kane (Cain) and the age of the Brotherhood, but was it Westwood's intent to infer the Kane is Cain?

Subject: Single Player Renegade
Posted by phlakaton on Tue, 08 Jun 2004 20:17:30 GMT
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I think they want to imply that Kane thought of himself as some kind of messiah... dunno... Kane thought he was the bad mo fo of the universe too.

Subject: Single Player Renegade
Posted by liberator on Wed, 09 Jun 2004 06:51:50 GMT
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Wouldn't be an interesting plot twist if he was Cain? I mean when he showed up in Red Alert he didn't look any different from C&C despite the obvious time differential(50-60 years). I mean if it is Cain, he inherited his dad's(Adam) immortality. I seem to remember him settling in the land of Nod. In fact the only thing missing is the mark that God put on him so that all people would know of his crimes.

That would put the Commander in the position of a God-Touched agent sent to stop him and his schemes and puts all kind of twists in the whole of C&C.

Sorry...I kind of got carried away there.

Subject: Single Player Renegade
Posted by Aircraftkiller on Wed, 09 Jun 2004 13:05:04 GMT
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You can assume that the Brotherhood scorpion tail itself is the mark that God gave him for being treacherous.

Subject: Single Player Renegade
Posted by KIRBY098 on Wed, 09 Jun 2004 13:18:54 GMT
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AircraftkillerYou can assume that the Brotherhood scorpion tail itself is the mark that God gave him for being treacherous.

Why would anyone assume that? There is not one reference or inference to that at all. In fact, there has never been an explanation as to why the Scorpion's tail was used.

If that is your personal theory, than you are of course welcome to it.

Subject: Single Player Renegade

Posted by Aircraftkiller on Wed, 09 Jun 2004 13:24:34 GMT
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Then use logic and think about it. He has no mark on his forehead that shows people not to kill him. He has no other markings at all. The only thing resembling a sign is the scorpion tail itself.

Subject: Single Player Renegade
Posted by KIRBY098 on Wed, 09 Jun 2004 13:44:19 GMT
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AircraftkillerThen use logic and think about it. He has no mark on his forehead that shows people not to kill him. He has no other markings at all. The only thing resembling a sign is the scorpion tail itself.

The logic you are using presumes that the Cain-Kane connection is true. That was my whole point in asking him that question. Partly so I have some backround info straight from a Westwooder, and partly because the canon on Planet cnc(WW APPROVED) doesn't cover that aspect of this story.

And that's why I cannot presume that anything following that logic line is valid. The Bible talks about the mark of Cain being visible to all. Not an emblem on a flag.

Subject: Single Player Renegade
Posted by Aircraftkiller on Wed, 09 Jun 2004 13:47:53 GMT
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The tail was visible to all.

And read the Hebrew lettering on that tomb, it says something like "here lies Abel" and the lettering on the wall with him killing Abel says something like that, except detailing what happened.

I'm sure an Israeli can tell us exactly what both say.

The "canon of C&C" is written by Cypher, and it's not WS condoned, seeing as how it was made after WS was removed. Cypher's information is usually not reliable.

Subject: Single Player Renegade
Posted by KIRBY098 on Wed, 09 Jun 2004 13:58:47 GMT
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AircraftkillerThe tail was visible to all.

And read the Hebrew lettering on that tomb, it says something like "here lies Abel" and the

lettering on the wall with him killing Abel says something like that, except detailing what happened.

I'm sure an Israeli can tell us exactly what both say.

The "canon of C&C" is written by Cypher, and it's not WS condoned, seeing as how it was made after WS was removed. Cypher's information is usually not reliable.

Regardless, it is a stretch to base any assumption, or even an educated guess on one mural in one room at the bottom of the temple. As far as the tail being visible, it was a physical manifestation assigned to Cain. On his body, SO EVERYONE WOULD KNOW HIS CRIME. A clean shaven, clean cut Kane, doesn't fit this mold.

Do you have a source for CNC stroyline that is approved? I would be interested in reading it, and applying it appropriately to the story I am writing.