
Subject: What makes Renegade fun?

Posted by [spreegem](#) on Wed, 10 Oct 2007 17:34:27 GMT

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I had an crazy thought. What exactly is it that makes Renegade so fun and addictive, despite the flaws, outdated graphics, and cheaters?

Is it the fast gameplay because the bases are prebuilt for you?

Is it the abundance of different weapons and vehicles?

Being forced to actually play to be able to buy better weapons and vehicles?

No spawning vehicles all over where bad players can steal them. (BattleField).

Not having to rely on a commander to build your base and research weapons (Savage).

Anything else that people think makes the Renegade gameplay what it is and how fun it is?

Subject: Re: What makes Renegade fun?

Posted by [Crimson](#) on Wed, 10 Oct 2007 18:12:11 GMT

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For me, I think it's the complicated simplicity. (yes, I know that's an oxymoron)

To learn the game is simple. Here's your base, here's what each building does, here are 14 characters you can use, here's what they're good at and bad at. Oh, and here's 5 or 6 tanks you can use as well. The premise is pretty simple.

But then, it's complicated as well. You don't have to be in a tank all game. You don't have to snipe all game. If you're new, you can sit back and help keep things repaired.

And I think the best part is that when the map starts, everyone is on equal footing. It's not like an RPG where you are way behind when you start and there are other players running around dozens of levels above you. You can jump in, play for a half hour, then leave. No commitment.

I actually think Savage is a pretty awesome game for the premise. I still play it once in a while, especially now that it's totally free.

Subject: Re: What makes Renegade fun?

Posted by [bisen11](#) on Wed, 10 Oct 2007 18:27:05 GMT

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I'm pretty sure this topic has been done before...

But anyways, it's one of the most strategic shooters.

Subject: Re: What makes Renegade fun?

Posted by [KIRBY-098](#) on Wed, 10 Oct 2007 18:44:02 GMT

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The fact that one individual can win the game or at the very least turn the tide of battle in a seconds' well placed C-4.

That really suits me as a lone wolf player. All the elite orca pilots and tank driver in the world can't stop one engineer with a pocket full of c4 and a beacon inside your base.

Subject: Re: What makes Renegade fun?

Posted by [Carrierll](#) on Wed, 10 Oct 2007 19:35:42 GMT

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And yet the world's worst set of players can beat those more skilled than them if they play together. Oxymoronic indeed.

Subject: Re: What makes Renegade fun?

Posted by [puddle_splasher](#) on Wed, 10 Oct 2007 20:13:46 GMT

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I like the carry on, that you get with Team-speak. Especially once you are known to the guys. Some excellent cyber friends have been made.

Subject: Re: What makes Renegade fun?

Posted by [Starbuzz](#) on Thu, 11 Oct 2007 00:27:48 GMT

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KIRBY-098 wrote on Wed, 10 October 2007 13:44The fact that one individual can win the game or at the very least turn the tide of battle in a seconds' well placed C-4.

That really suits me as a lone wolf player. All the elite orca pilots and tank driver in the world can't stop one engineer with a pocket full of c4 and a beacon inside your base.

What are you talking about? I am an elite Orca pilot...if I see enemy infantry, they die the death.

Let's talk about you actually getting into one of my team's buildings...ROFL!

OK...back on topic:

What makes Renegade fun? Well, there are SO MANY options in-game and you can do what you like best. I am a helicopter fanatic ever since 5 years old...loved the things. So, when I saw Orcas/Apaches in the game, I instantly jumped in them and developed my skills.

Subject: Re: What makes Renegade fun?
Posted by [Jerad2142](#) on Thu, 11 Oct 2007 00:44:54 GMT
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An orca vs 4 stealth soldiers is always funny. Flying along all happy then *bam* stealth soldiers uncloak and fill it with lasers.

I like how different the teams are, unlike it other games were they might have different laser colors or whatever, but it all does the same amount of damage in the end.

Subject: Re: What makes Renegade fun?
Posted by [spreegem](#) on Thu, 11 Oct 2007 01:55:13 GMT
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Cool, thanks a bunch guys, so it seems like the everything about Renegade makes it fun.

Subject: Re: What makes Renegade fun?
Posted by [Starbuzz](#) on Thu, 11 Oct 2007 02:08:53 GMT
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Jerad Gray wrote on Wed, 10 October 2007 19:44An orca vs 4 stealth soldiers is always funny. Flying along all happy then *bam* stealth soldiers uncloak and fill it with lasers.

The last time I saw that kind of teamwork was way back in...wait...NEVAR!!!!!!

Subject: Re: What makes Renegade fun?
Posted by [R315r4z0r](#) on Thu, 11 Oct 2007 02:11:14 GMT
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Well, it is a first person RTS.

It has one of the most unique multiplayer modes that takes place in real time and requires a lot of

strategy and team coordination to win.

Plus it is the Tib universe of C&C.

Subject: Re: What makes Renegade fun?
Posted by [Lone0001](#) on Thu, 11 Oct 2007 02:35:17 GMT
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I like the strategy in it and the options and the ammount of stuff you can mod i.e. obby gun, agt gun, etc...

Subject: Re: What makes Renegade fun?
Posted by [Jerad2142](#) on Thu, 11 Oct 2007 04:03:57 GMT
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Starbuzz wrote on Wed, 10 October 2007 20:08Jerad Gray wrote on Wed, 10 October 2007 19:44An orca vs 4 stealth soldiers is always funny. Flying along all happy then *bam* stealth soldiers uncloak and fill it with lasers.

The last time I saw that kind of teamwork was way back in...wait...NEVAR!!!!!!
Keep an eye out for me in games the, because if you can't seeme I am stealth in at least a group of four ^.^

Subject: Re: What makes Renegade fun?
Posted by [Blazer](#) on Thu, 11 Oct 2007 07:36:47 GMT
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The combination of teamwork, and like Kirby said, you can go off on your own mission without really hurting the team, and if you are successful greatly contribute to a win.

Subject: Re: What makes Renegade fun?
Posted by [Veyrdite](#) on Thu, 11 Oct 2007 10:27:17 GMT
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If you blow stuff up, you have fun.
If you get run over, you want to do it again.
If you get addicted to "boink" .wav files you convert them into mp3s and flog them off on eBay.
If you hate someone you can call them a n00b.
If you want to move north for the summer/winter you can as long as there is no wall or invisible

mesh in your way.

If you fell hellish you can ram some vehicles at high speeds until you go into blue hell.

If you like chips you can quit the game and get some.

Did i mention renegade was fun?

Subject: Re: What makes Renegade fun?

Posted by [nopol10](#) on Thu, 11 Oct 2007 10:33:18 GMT

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Dthdealer wrote on Thu, 11 October 2007 18:27

If you blow stuff up, you have fun.

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If you like chips you can quit the game and get some.

Did i mention renegade was fun?

Did you mention Renegade?

Subject: Re: What makes Renegade fun?

Posted by [Veyrdite](#) on Thu, 11 Oct 2007 10:37:26 GMT

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Dam Forgot

Subject: Re: What makes Renegade fun?

Posted by [The Elite Officer](#) on Thu, 11 Oct 2007 15:56:01 GMT

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spreegem wrote on Wed, 10 October 2007 13:34 I had an crazy thought. What exactly is it that makes Renegade so fun and addictive, despite the flaws, outdated graphics, and cheaters?

Is it the fast gameplay because the bases are prebuilt for you?

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Not having to rely on a commander to build your base and research weapons (Savage).

Anything else that people think makes the Renegade gameplay what it is and how fun it is?

For me it is your hot sister dancing around the screen every time I play.....

Subject: Re: What makes Renegade fun?

Posted by [trooprm02](#) on Thu, 11 Oct 2007 20:06:50 GMT

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I think everyones right, basically everything about this game makes it what it is, even the glitches/exploits, but overall I think we are all still here because of the amazing online gameplay, nothing to this day, 5 years later, even comes close

Subject: Re: What makes Renegade fun?

Posted by [Jerad2142](#) on Fri, 12 Oct 2007 01:44:26 GMT

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trooprm02 wrote on Thu, 11 October 2007 14:06 I think everyones right, basically everything about this game makes it what it is, even the glitches/exploits, but overall I think we are all still here because of the amazing online gameplay, nothing to this day, 5 years later, even comes close And thats because it was made by Westwood, not EA.

Glances at the posters name holy crap, that was trooprm02, and I agreed with him? Weird.

Subject: Re: What makes Renegade fun?

Posted by [GEORGE ZIMMER](#) on Fri, 12 Oct 2007 02:46:48 GMT

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The fact that I can kill HORQUEER in it. Multiple times. And ban him from EKTRPG.

[on topic]

Yeah, I like how you actually have more unique teams than teams with basically the same stuff, just different looking. That always bugs me with other FPS's. Not that I've played that many others, but still.

And, the fact that if you get enough players, it really becomes a very nice and interesting, not to mention extremely fast paced, battle. And takes some thinking to actually win instead of "LOLZLETSKILLTEHENEMYWITMAIGUNZ".

It just needs an updated engine. Which is why EA BETTER not screw up Renegade 2, else I'll have to get a shotgun and a ticket to LA.

Subject: Re: What makes Renegade fun?
Posted by [Ryu](#) on Fri, 12 Oct 2007 03:18:09 GMT
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Porn makes Renegade fun.

Spoony has tested it, And it works.

brb!

Subject: Re: What makes Renegade fun?
Posted by [nikki6ixx](#) on Fri, 12 Oct 2007 03:55:40 GMT
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Because of the great gameplay, especially on my home server. Plus, since it's a smaller community, you recognize some names.

I bought the First Decade when it first came out... and I still have yet to play any of its other games. Renegade is just that great.

Subject: Re: What makes Renegade fun?
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 12 Oct 2007 16:29:39 GMT
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C&C Mode ^^
