
Subject: Re: Be-A-Renegade 2002 US Tour
Posted by [Chuck Norris](#) on Thu, 30 Aug 2007 03:14:26 GMT
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Interesting video.

The graphics themselves weren't that great, but the two things it had going for it were the huge environments and the seamless indoor to outdoor connection. Those were pluses five years ago. The physics though, not so great. You run someone over in a tank and on your screen, you "push" them for a split second beforehand. The BEST thing this game had, and still has, going for it is it's unique online gameplay. Sadly, single player failed, the sound and graphics were average at best, and it wasn't even finished how it was supposed to be, so it got mediocre to average ratings and it never got the attention it deserved.
