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Subject: Re: Renegade-X Black Dawn  
Posted by [Starbuzz](#) on Sat, 18 Feb 2012 17:21:39 GMT  
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hahaha EWD, I agree with you! That's why that was a trollpost with a lmfao in the end lols! I was mocking such "realistic" games.

It's so sad that most shooters are all "realistic" macho military sims and people play this crap.

I started playing back in 1994 and the first shooters I played in the right order was: Doom 2, Wolf 3D, and Blake Stone. Amazing standards!

And the reason why I like Renegade so much is because there is no crap weapon limit and it falls between a total TD conversion and a pure sci-fi game.

I don't know when games were supposed to be all macho realistic. I still load up Serious Sam: The First Encounter and play the first level...the bright sunshine, the green palm trees, the clouds, the temple area, the swimming pool, and most brilliantly of all the soothing music. easily the best scene of any game I ever played...such a beautiful vacation-type atmosphere.

The ReneX folks should get working on a proper C&C Mode to get a solid base of players going in a server that will never be empty. They can use this server to observe their work and make any changes. After that's out, they can work on other "realistic" modes which will feature bigger asymmetrical maps, tech buildings to capture, and realistic weapon-limits.

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