
Subject: The next Renegade?

Posted by [GoTWhiskÉY](#) on Mon, 16 Jan 2006 04:07:43 GMT

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<http://www.enemyterritory.com>

Subject: Re: The next Renegade?

Posted by [Dr. Lithius](#) on Mon, 16 Jan 2006 05:43:17 GMT

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You notice they didn't show jack in actual gameplay footage... Chances are, it's gonna be something like Battlefield 2 cast in the future...

Subject: Re: The next Renegade?

Posted by [JeepRubi](#) on Mon, 16 Jan 2006 13:04:26 GMT

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No, not the next renegade, the next bf2

Subject: Re: The next Renegade?

Posted by [Oblivion165](#) on Mon, 16 Jan 2006 13:17:49 GMT

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They are using the same style though.

Black/Red vs Sand Stone/Gold

Subject: Re: The next Renegade?

Posted by [rm5248](#) on Mon, 16 Jan 2006 14:01:51 GMT

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Looks good, but Renegade is very different with a different style of gameplay.

Graphics look insane though.

Subject: Re: The next Renegade?

Posted by [emperorz0](#) on Mon, 16 Jan 2006 14:28:41 GMT

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Very good and nice looking game.

Subject: Re: The next Renegade?

Posted by [SCOTT9](#) on Mon, 16 Jan 2006 15:08:46 GMT

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its good not the next ren but still a close second

Subject: Re: The next Renegade?

Posted by [Jecht](#) on Mon, 16 Jan 2006 17:57:04 GMT

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If renegade was ever remade(it won't be), that would be the engine to do the job in my opinion.

Subject: Re: The next Renegade?

Posted by [Jaspah](#) on Mon, 16 Jan 2006 19:07:58 GMT

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Dr. Lithius wrote on Mon, 16 January 2006 00:43 You notice they didn't show jack in actual gameplay footage... Chances are, it's gonna be something like Battlefield 2 cast in the future...

Uhhh, have you even played any id software games? Those graphics look in-game to me compared to the other games they've produced (Quake 4, Doom 3).

Personally, I love id software's game engines - they look nice and usually give you some good performance.

Subject: Re: The next Renegade?

Posted by [PaRaDoX](#) on Mon, 16 Jan 2006 20:24:03 GMT

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Well i had better start saveing up for a X1800XT 512

Subject: Re: The next Renegade?

Posted by [icedog90](#) on Mon, 16 Jan 2006 21:27:30 GMT

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Looks awesome. I've heard about this game before and seen screenshots. I think I read that it's using an updated version of the Doom 3 engine.

Subject: Re: The next Renegade?

Posted by [Jaspah](#) on Mon, 16 Jan 2006 22:25:21 GMT

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icedog90 wrote on Mon, 16 January 2006 16:27 Looks awesome. I've heard about this game before and seen screenshots. I think I read that it's using an updated version of the Doom 3 engine.

Pfff, that's all id uses right now.

Subject: Re: The next Renegade?

Posted by [Oblivion165](#) on Mon, 16 Jan 2006 22:33:02 GMT

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j4S[p wrote on Mon, 16 January 2006 17:25] icedog90 wrote on Mon, 16 January 2006 16:27 Looks awesome. I've heard about this game before and seen screenshots. I think I read that it's using an updated version of the Doom 3 engine.

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I have a major problem with that. Every single game now is just slapped onto an existing engine. Turok 6 is going to be on the Unreal 3 Engine.....COME ON! First EA and now Buena Vista.

Like we cant tell its the exact same feel and look as the others. Just new models, rendered exactly the same, same lighting, same physics...

Subject: Re: The next Renegade?

Posted by [Jaspah](#) on Mon, 16 Jan 2006 22:38:41 GMT

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Oblivion165 wrote on Mon, 16 January 2006 17:33] j4S[p wrote on Mon, 16 January 2006 17:25] icedog90 wrote on Mon, 16 January 2006 16:27 Looks awesome. I've heard about this game before and seen screenshots. I think I read that it's using an updated version of the Doom 3 engine.

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Do you even know what the cost of developing a new modern graphics engine is?

How do you think Valve spend \$40 million developing Half-Life 2?

Subject: Re: The next Renegade?

Posted by [Oblivion165](#) on Mon, 16 Jan 2006 22:44:09 GMT

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j4S[p wrote on Mon, 16 January 2006 17:38]Oblivion165 wrote on Mon, 16 January 2006 17:33j4S[p wrote on Mon, 16 January 2006 17:25]icedog90 wrote on Mon, 16 January 2006 16:27Looks awesome. I've heard about this game before and seen screenshots. I think I read that it's using an updated version of the Doom 3 engine.

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How do you think Valve spend \$40 million developing Half-Life 2?

That's why HL2 did so well, it wasn't chucked out swine mud. They ruin series after series because they just don't even try. There are other engines that could closer match the Turok environment, but they choose one that will add horrid crap to the title.

Turok with vehicles....Pfft.

Turok is supposed to be primal, dark, almost Gothic. Look at the first engine, I would be happier with a game on it than what they will do with it on the Unreal Engine.

Subject: Re: The next Renegade?

Posted by [Dr. Lithius](#) on Mon, 16 Jan 2006 22:52:58 GMT

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There's going to be a Turok 6? ...there was a Turok 5?! *stares in disbelief*

Subject: Re: The next Renegade?

Posted by [Jaspah](#) on Tue, 17 Jan 2006 00:19:52 GMT

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Oblivion165 wrote on Mon, 16 January 2006 17:44That's why HL2 did so well, it wasn't chucked out swine mud. They ruin series after series because they just don't even try. There are other engines that could closer match the Turok environment, but they choose one that will add horrid crap to the title.

Wrong. Half-Life 2 was so popular mainly because of its prequel - Half-Life and its expansion

packs.

Subject: Re: The next Renegade?

Posted by [icedog90](#) on Tue, 17 Jan 2006 02:45:43 GMT

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Oblivion165 wrote on Mon, 16 January 2006 14:44j4S[p wrote on Mon, 16 January 2006 17:38]Oblivion165 wrote on Mon, 16 January 2006 17:33j4S[p wrote on Mon, 16 January 2006 17:25]icedog90 wrote on Mon, 16 January 2006 16:27Looks awesome. I've heard about this game before and seen screenshots. I think I read that it's using an updated version of the Doom 3 engine.

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Just because Turok is going to use the Unreal 3 engine doesn't mean it's using vehicles...

When a company buys an engine, they get the source code so that they can modify it toward their own game. There being vehicles in Unreal 3 doesn't mean that Turok has to use vehicles. I'm not sure why you said that or what made you think that.

Subject: Re: The next Renegade?

Posted by [Oblivion165](#) on Tue, 17 Jan 2006 03:41:45 GMT

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Dr. Lithius wrote on Mon, 16 January 2006 17:52There's going to be a Turok 6? ...there was a

Turok 5?! *stares in disbelief*

Turok 1: Dinosaur Hunter
Turok 2: Seeds of Evil
Turok 3: Shadow of Oblivion
Turok 4: Rage Wars
Turok 5: Evolution
Turok 6: TBA

Subject: Re: The next Renegade?

Posted by [Oblivion165](#) on Tue, 17 Jan 2006 03:42:41 GMT

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icedog90 wrote on Mon, 16 January 2006 21:45Oblivion165 wrote on Mon, 16 January 2006 14:44j4S[p wrote on Mon, 16 January 2006 17:38]Oblivion165 wrote on Mon, 16 January 2006 17:33j4S[p wrote on Mon, 16 January 2006 17:25]icedog90 wrote on Mon, 16 January 2006 16:27Looks awesome. I've heard about this game before and seen screenshots. I think I read that it's using an updated version of the Doom 3 engine.

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You know they will do it, of course they will.

Subject: Re: The next Renegade?

Posted by [DarkDemin](#) on Tue, 17 Jan 2006 04:52:53 GMT

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So if it is anything like the other ET, is it going to be free?

Subject: Re: The next Renegade?

Posted by [GoTWhiskÉY](#) on Tue, 17 Jan 2006 05:27:34 GMT

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THERES TRANSPORT HELI'S!!

!! !!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Quote:There's no flag capturing here, but building or destroying structures, that sort of thing.

Quote:There is base building in the game as well. There are several kind of deployables which allow you to reinforce your base. Deployables include artillery guns, radar and base defense turrets.

Quote:An example scenario we were given was the earth forces trying to establish a new base across a map. The earth forces would need to escort the huge mobile base convoy and clear the path to a destination. Smaller objectives along the way would be things like building a bridge or destroying particular defense structures. Assuming you complete the mission you do get to see the base actually deploy--it's reminiscent of establishing a new base in Command & Conquer. UH OH

Quote:Let's just say you expect to see a lot of Quake Wars stunt videos. Individual wheels can come off, you can rig a vehicle with explosives, you can do donuts, drive a car on its side with two wheels, do barrel rolls in airplanes, etc, etc. FLAMING APCS LOL

PS its full retail = costs money

Subject: Re: The next Renegade?

Posted by [icedog90](#) on Tue, 17 Jan 2006 05:57:50 GMT

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I want this game soo bad... damn.

Subject: Re: The next Renegade?

Posted by [terminator 101](#) on Tue, 17 Jan 2006 06:38:30 GMT

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What do you people think of this game? It will not be a next Renegade, but it looks damm good. Maybe it will be made for PC too.

Subject: Re: The next Renegade?
Posted by [idebo](#) on Tue, 17 Jan 2006 08:32:09 GMT
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Subject: Re: The next Renegade?
Posted by [Scythar](#) on Tue, 17 Jan 2006 10:03:00 GMT
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PS3? Doh. Prerendered pictures....what it REALLY can do will be seen somewere in the summer, anything before that is hype.

Subject: Re: The next Renegade?
Posted by [Xtrm2Matt](#) on Tue, 17 Jan 2006 12:48:59 GMT
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Looks good

Matt

Subject: Re: The next Renegade?
Posted by [GoTWhiskÉY](#) on Tue, 17 Jan 2006 13:16:00 GMT
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icedog90 wrote on Tue, 17 January 2006 00:57I want this game soo bad... damn. me too... I'm thinking about buying a new PC around the same time. A good read about the game is here: <http://pc.ign.com/> <--- Quakewars is on the front page right now

Subject: Re: The next Renegade?
Posted by [Oblivion165](#) on Tue, 17 Jan 2006 14:19:59 GMT

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Yeah those renders are always over the top. Look at the COD 2 trailer that plays on tv, it doesnt even remotely look or play like that.

However, i enjoy just about any game that has DEV tools, i think the reason alot of us stay with renegade is because its so easily modified.

Subject: Re: The next Renegade?

Posted by [Goztow](#) on Tue, 17 Jan 2006 14:31:53 GMT

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Oblivion165 wrote on Tue, 17 January 2006 09:19 i think the reason alot of us stay with renegade is because its so easily modified.

I beg to differ...

Subject: Re: The next Renegade?

Posted by [SCOTT9](#) on Tue, 17 Jan 2006 15:06:38 GMT

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the original killzone was released in 2003 i read about it in PLAY magazine

Subject: Re: The next Renegade?

Posted by [terminator 101](#) on Tue, 17 Jan 2006 15:12:54 GMT

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Scythar wrote on Tue, 17 January 2006 05:03PS3? Doh. Prerendered pictures....what it REALLY can do will be seen somewere in the summer, anything before that is hype.

You are probably right. After I red this

<http://forums.g4tv.com/messageview.cfm?catid=62&threadid=542541> article, I realized that Sony is lying. Shame:(

Subject: Re: The next Renegade?

Posted by [trooprm02](#) on Tue, 17 Jan 2006 16:00:01 GMT

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I see the similarities, but ewwwwwwwww quake. I was thinking to start a REAL petition for Ren2! Not like a little one, BHS support, all clan can get involded, Ill start it on my site if I see enough support!

Ill start a thread for this

Subject: Re: The next Renegade?
Posted by [Jecht](#) on Tue, 17 Jan 2006 17:40:09 GMT
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There is already a petition with over 3,000 signatures. I doubt you can beat that. Even if you could, EA doesn't care about you.

Subject: Re: The next Renegade?
Posted by [GoTWhiskÉY](#) on Tue, 17 Jan 2006 17:56:34 GMT
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Maybe after Red Alert 3 EA will suprise us

Subject: Re: The next Renegade?
Posted by [Renardin6](#) on Tue, 17 Jan 2006 19:44:02 GMT
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icedog90 wrote on Mon, 16 January 2006 23:57I want this game soo bad... damn.

Me too.

Subject: Re: The next Renegade?
Posted by [icedog90](#) on Tue, 17 Jan 2006 20:38:24 GMT
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Terminator 101 wrote on Tue, 17 January 2006 07:12Scythar wrote on Tue, 17 January 2006 05:03PS3? Doh. Prerendered pictures....what it REALLY can do will be seen somewere in the summer, anything before that is hype.

You are probably right. After I red this <http://forums.g4tv.com/messageview.cfm?catid=62&threadid=542541> article, I realized that Sony is lying. Shame:(

Damn... there are so many console fanbots there that it makes me want to puke.

Subject: Re: The next Renegade?
Posted by [Dave Mason](#) on Tue, 17 Jan 2006 22:50:59 GMT
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gotwhiskey wrote on Tue, 17 January 2006 17:56Maybe after Red Alert 3 EA will suprise us

Lol! Good one.

Subject: Re: The next Renegade?

Posted by [Jaspah](#) on Tue, 17 Jan 2006 23:44:58 GMT

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troopr02 wrote on Tue, 17 January 2006 11:00I see the similarities, but ewwwwwwwww quake. I was thinking to start a REAL petition for Ren2! Not like a little one, BHS support, all clan can get involded, Ill start it on my site if I see enough support!

Ill start a thread for this

Get the fuck out of this thread.

Terminator 101 wrote on Tue, 17 January 2006 01:38What do you people think of this game? It will not be a next Renegade, but it looks damm good. Maybe it will be made for PC too.

http://img.gamespot.com/gamespot/images/2005/135/928377_2005_0516_screen001.jpg

http://img.gamespot.com/gamespot/images/2005/135/928377_2005_0516_screen002.jpg

http://img.gamespot.com/gamespot/images/2005/135/928377_2005_0516_screen003.jpg

Stop changing the damn subject for shitty console games that will get ported to PC and suck (*cough* Halo PC *cough*).

I recommend you guys all check out Wolfenstein: Enemy Territory. It's a great game that's free and plays very fast even on older systems since it uses the Quake 3 engine.

Subject: Re: The next Renegade?

Posted by [GoTWhiskéY](#) on Tue, 17 Jan 2006 23:51:00 GMT

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Quote:

I recommend you guys all check out Wolfenstein: Enemy Territory. It's a great game that's free and plays very fast even on older systems since it uses the Quake 3 engine.

downloaded it about 4 days ago, it owns.

Subject: Re: The next Renegade?

Posted by [icedog90](#) on Wed, 18 Jan 2006 00:45:08 GMT

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I didn't think Halo PC sucked. What sucked about it? It was exactly like Halo for Xbox except for new weapons and vehicles for multiplayer.

Subject: Re: The next Renegade?
Posted by [Jaspah](#) on Wed, 18 Jan 2006 00:50:22 GMT
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icedog90 wrote on Tue, 17 January 2006 19:45 I didn't think Halo PC sucked. What sucked about it? It was exactly like Halo for Xbox except for new weapons and vehicles for multiplayer.

It was unoptimzied and the multiplayer on the original version was very laggy.

Subject: Re: The next Renegade?
Posted by [icedog90](#) on Wed, 18 Jan 2006 00:56:00 GMT
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What do you mean "the multiplayer on the original version was very laggy"? I'm pretty sure you mean Halo PC, but anyways... it wasn't too bad at least for me when I used to play it. But yeah, I do agree about the lack of optimization though. It doesn't matter for me now though, I have a much more kickass PC now.

Subject: Re: The next Renegade?
Posted by [PointlessAmbler](#) on Wed, 18 Jan 2006 01:42:21 GMT
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I must say that this does indeed look very cool.

Subject: Re: The next Renegade?
Posted by [Aprime](#) on Wed, 18 Jan 2006 04:04:06 GMT
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Scythar wrote on Tue, 17 January 2006 05:03 PS3? Doh. Prerendered pictures....what it REALLY can do will be seen somewhere in the summer, anything before that is hype.

And what exactly proves that these screenshots were "prerendered" (by what I'm assuming to be 3D rendering software)? Nothing.

Subject: Re: The next Renegade?

Posted by [terminator 101](#) on Wed, 18 Jan 2006 04:36:22 GMT

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<http://forums.g4tv.com/messageview.cfm?catid=62&threadid=542541>

Not 100% proof, but Close enough
