Subject: Renegade 2 released!
Posted by reborn on Tue, 25 Jan 2011 20:37:45 GMT
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More anticipated than Reborn, more talked about than Renegade X, many people have claimed it would never be released, most people believed the assets lost, people said it wouldn't happen because EA killed it. Please, if any of you fall into that catorgory, eat shit and die.

Renegade 2 has been released, I'm hosting the file on my site so you can all get it for free!
Here is the link to the thread:
http://spencerelliott.co.uk/forums/index.php/topic,96.msg262.html#msg262

Enjoy!

Subject: Re: Renegade 2 released!
Posted by GoTWhisKéY on Tue, 25 Jan 2011 20:47:17 GMT
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2v2?

DODGER

I got 150 points, does that mean I get a cup!

Subject: Re: Renegade 2 released!
Posted by R315r4z0r on Tue, 25 Jan 2011 20:50:46 GMT
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Game of the year material right there.

Subject: Re: Renegade 2 released!
Posted by reborn on Tue, 25 Jan 2011 20:56:51 GMT
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GoTWhisKéY wrote on Tue, 25 January 2011 15:472v2?

DODGER

I got 150 points, does that mean I get a cup!

150 points is pretty pro, I think I'll skip the 2 v 2.
Thank you for playing.

R315r4z0r wrote on Tue, 25 January 2011 15:50Game of the year material right there.

Thank you.

Subject: Re: Renegade 2 released!
Posted by Lone0001 on Tue, 25 Jan 2011 22:51:26 GMT
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Should make a real Renegade mode based on this tbh, that would be interesting.

Subject: Re: Renegade 2 released!
Posted by halo2pac on Wed, 26 Jan 2011 02:30:46 GMT
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Excellent job Reborn

Lone0001 wrote on Tue, 25 January 2011 17:51Should make a real Renegade mode based on this tbh, that would be interesting.

Well I sort of have something like that:
http://www.youtube.com/watch?v=vB69yEYuoiQ

Subject: Re: Renegade 2 released!
Posted by Altzan on Wed, 26 Jan 2011 03:12:58 GMT
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I got some skins and bloom made for this game, but I'M NOT SHARING LOLZ

Subject: Re: Renegade 2 released!
Posted by YazooGang on Wed, 26 Jan 2011 22:42:18 GMT
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This is cool. If you'll be kind enough to release the source code, we could make mods for it

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Subject: Re: Renegade 2 released!
Posted by Spoony on Wed, 26 Jan 2011 23:05:56 GMT
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should have sakura on a rooftop taking potshots at you.

Subject: Re: Renegade 2 released!
Posted by reborn on Wed, 26 Jan 2011 23:07:50 GMT

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Lone0001 wrote on Tue, 25 January 2011 17:51Should make a real Renegade mode based on this tbh, that would be interesting.

Hmm, a 3d frogger? Probably already been done, but I guess it might be interesting for renegade.

halo2pac wrote on Tue, 25 January 2011 21:30Excellent job Reborn

Lone0001 wrote on Tue, 25 January 2011 17:51Should make a real Renegade mode based on this tbh, that would be interesting.

Well I sort of have something like that:
http://www.youtube.com/watch?v=vB69yEYuoiQ

Thanks man, I am pretty pleased with it.

Altzan wrote on Tue, 25 January 2011 22:12I got some skins and bloom made for this game, but I'M NOT SHARING LOLZ

Whatever bloom you have, it needs MOAR!

YazooGang wrote on Wed, 26 January 2011 17:42This is cool. If you'll be kind enough to release the source code, we could make mods for it

I wont be releasing the source code as the engine is quite precious to me and my longer term plans. Sorry.

I have made an update and posted it on the downloads page of mys ite, here:
http://spencerelliott.co.uk/downloads.html

It makes the game have a bit more depth to it. Basically it gets harder as you progress, and there is a bit more content now with floating death skulls that spawn and bounce around.
I also now draw the score on screen through out the game, as pointed out by SaberHawk "Poeple like numbers". There are more starting lives too.

I understand that the game is very limited and most people will not be interested, but for my personal development this has been rewarding.

Subject: Re: Renegade 2 released!
Posted by Generalcamo on Thu, 27 Jan 2011 00:56:41 GMT
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I would like to see that every 5 games a "boss" comes at you. You must shoot it with your ramjet x times. First one would be an unarmed technician. Second would be an engineer with a pistol. Third wold be a recon bike that requires two hits from a ramjet to kill, fourth would be a light tank that shoots fast shells, and requires three hits. Fifth would be a mammoth tank coming at you, that requires 10 hits, and has two parts. First shoots rockets, you must hit it 10 times to shoot them off. Then comes the shells, which require another 10 hits to kill it. Then the whole game restarts again, with the harder levels added.

Subject: Re: Renegade 2 released!
Posted by halo2pac on Thu, 27 Jan 2011 02:36:14 GMT
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Generalcamo wrote on Wed, 26 January 2011 19:56I would like to see that every 5 games a "boss" comes at you. You must shoot it with your ramjet x times. First one would be an unarmed technician. Second would be an engineer with a pistol. Third wold be a recon bike that requires two hits from a ramjet to kill, fourth would be a light tank that shoots fast shells, and requires three hits. Fifth would be a mammoth tank coming at you, that requires 10 hits, and has two parts. First shoots rockets, you must hit it 10 times to shoot them off. Then comes the shells, which require another 10 hits to kill it. Then the whole game restarts again, with the harder levels added.

Start > Run: cmd.exe

> C:\Westwood\Renegade\game.exe

Basically the same thing, and sakuras shoot better from the tops of buildings and you get moar points from shooting mammoths. You should try it, its fun.

Subject: Re: Renegade 2 released!
Posted by Generalcamo on Thu, 27 Jan 2011 21:21:50 GMT
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halo2pac wrote on Wed, 26 January 2011 21:36Generalcamo wrote on Wed, 26 January 2011 19:56I would like to see that every 5 games a "boss" comes at you. You must shoot it with your ramjet x times. First one would be an unarmed technician. Second would be an engineer with a pistol. Third wold be a recon bike that requires two hits from a ramjet to kill, fourth would be a light tank that shoots fast shells, and requires three hits. Fifth would be a mammoth tank coming at you, that requires 10 hits, and has two parts. First shoots rockets, you must hit it 10 times to shoot them off. Then comes the shells, which require another 10 hits to kill it. Then the whole game restarts again, with the harder levels added.

Start > Run: cmd.exe

> C:\Westwood\Renegade\game.exe

Basically the same thing, and sakuras shoot better from the tops of buildings and you get moar points from shooting mammoths. You should try it, its fun.
...

Subject: Re: Renegade 2 released!
Posted by Spyder on Fri, 28 Jan 2011 09:36:16 GMT
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Why not make a Metal Slug like platformer for Renegade?

Subject: Re: Renegade 2 released!
Posted by reborn on Fri, 28 Jan 2011 12:16:17 GMT
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If I was to attempt anything as serious and time consuming as a game like metalslug then I would not base it on renegade, purely because I would be concerned about copyamirite infringements.

Something simple like this frogger based game I'm sure they couldn't care less about, nor I if they asked me to remove it.

I'm not ruling it out as a possibility, but I would not include any renegade material, which is possibly why you might of played it.