
Subject: Sole Survivor is on its way...

Posted by [SomeRhino](#) on Sat, 10 May 2003 04:53:47 GMT

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Screenshots:

<http://modx.renevo.com/showthread.php?s=&threadid=303>

More information will be released in the coming weeks, as I'm still planning the details (such as which game modes to be included, etc.)

Subject: Sole Survivor is on its way...

Posted by [bigejoe14](#) on Sat, 10 May 2003 05:06:09 GMT

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Awesome!

Subject: Sole Survivor is on its way...

Posted by [ArUsH4nll](#) on Sat, 10 May 2003 05:22:01 GMT

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pretty sweet

Subject: Sole Survivor is on its way...

Posted by [bigwig992](#) on Sat, 10 May 2003 05:37:34 GMT

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mumbes yeah...stealing my idea...mmrrmmnm

Anyway I liked what you had of hte beta last time we played it, get on AIM sometime and send me the newest version.

Subject: Sole Survivor is on its way...

Posted by [SomeRhino](#) on Sun, 11 May 2003 00:35:22 GMT

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Yeah, the idea you got from reading my thread on it? The cable company was supposed to fix my internet last week, but they never did. Can't get on AIM at the moment.

Subject: Sole Survivor is on its way...

Posted by [Havocman](#) on Sun, 11 May 2003 04:32:47 GMT

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....Must... Play... Map...

Subject: Sole Survivor is on its way...

Posted by [Xtrm2Matt](#) on Sun, 11 May 2003 08:24:34 GMT

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Looks Awsome

Subject: Sole Survivor is on its way...

Posted by [DaveGMM](#) on Sun, 11 May 2003 08:55:08 GMT

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Sole Survivor?

Looks more like TD to me, although the game was never released in the UK (SS).

Subject: Sole Survivor is on its way...

Posted by [Sir Phoenixx](#) on Sun, 11 May 2003 13:04:45 GMT

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DaveGMMSole Survivor?

Looks more like TD to me, although the game was never released in the UK (SS).

Sole Survivor IS Tiberian Dawn. Instead of commanding an entire army you commanded a single tank against the others.

Subject: Sole Survivor is on its way...

Posted by [SomeRhino](#) on Sun, 11 May 2003 17:01:05 GMT

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Right, but it flopped because it used the C&C interface which was designed for controlling an entire army. Renegade's interface is more like that of Sole Survivor. Yes, I'm trying to give it more of a Tiberian Dawn feel.

Subject: Sole Survivor is on its way...

Posted by [Havocman](#) on Mon, 12 May 2003 00:13:10 GMT

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Kool

Subject: Sole Survivor is on its way...

Posted by [Commander A9](#) on Mon, 12 May 2003 00:38:17 GMT

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Looks incredible, but it seemed to me Renegade multiplayer was a sole survivor aspect all in itself. You only control one unit at a time.

Subject: Sole Survivor is on its way...

Posted by [Commando no. 448](#) on Mon, 12 May 2003 00:47:17 GMT

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How will the crates work? Are they not implemented yet? You could make all the powerups look like crates and make the mines also look like crates and scatter mines around too.

Just my idea of how you could do it.

Subject: Sole Survivor is on its way...

Posted by [bigwig992](#) on Mon, 12 May 2003 01:32:33 GMT

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I played it. I love it. You should too.

Subject: Sole Survivor is on its way...

Posted by [SomeRhino](#) on Mon, 12 May 2003 02:15:24 GMT

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Commando no. 448How will the crates work? Are they not implemented yet? You could make all the powerups look like crates and make the mines also look like crates and scatter mines around too.

Just my idea of how you could do it.

Crates are something that's still being planned, but they will most likely be included at some level. I will probably put Dante's stealth power-up to use in the standard Sole Survivor game mode.

Subject: Sole Survivor is on its way...

Posted by [Madtone](#) on Mon, 12 May 2003 03:29:29 GMT

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Ahh, great looking stuff there SomeRhino..

Can i make a suggestion though...

Maybe on the harvester on the claws, give them a metallic texture, i think that would suit it more...

Otherwise, great bloody work!!!

Subject: Sole Survivor is on its way...

Posted by [Commander A9](#) on Tue, 13 May 2003 00:17:05 GMT

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Wait, aren't crates already in Renegade? Those little yellow boxes are not crates?

Subject: Sole Survivor is on its way...

Posted by [Havocman](#) on Wed, 14 May 2003 20:57:20 GMT

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Any updates Rhino?

Subject: Sole Survivor is on its way...

Posted by [SomeRhino](#) on Wed, 14 May 2003 21:11:23 GMT

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There will probably be three game modes: Normal Battle, Capture the Flag, and Convoy Mode. In Convoy Mode, your team defends an MCV which is moving around the map. You win by destroying the enemy MCV. JonWil is helping me with the scripting for that, and says it should work, although I haven't tested it yet.

I will get a site up in the coming weeks, although I'm wondering where to host it. Dri Reign is low on space.

A preview video will come soon, followed by a public demo/beta.

Subject: Sole Survivor is on its way...

Posted by [England](#) on Wed, 14 May 2003 21:18:04 GMT

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Id host you, <http://you.cncdownloads.com> no limits

Subject: Sole Survivor is on its way...
Posted by [SomeRhino](#) on Wed, 14 May 2003 23:38:23 GMT
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That would be very helpful, I'll probably take you up on that. Thanks much.

Subject: Sole Survivor is on its way...
Posted by [Havocman](#) on Thu, 15 May 2003 00:14:20 GMT
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Kool again.

Subject: Sole Survivor is on its way...
Posted by [Commander A9](#) on Thu, 15 May 2003 18:51:39 GMT
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Dude! What game is that in EA's game test video you got there? Looks mad hot! And it's hilarious!

Subject: Sole Survivor is on its way...
Posted by [Havocman](#) on Thu, 15 May 2003 20:34:35 GMT
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BattleFeild 1942 been out for a year.

Subject: Sole Survivor is on its way...
Posted by [coolmant](#) on Fri, 16 May 2003 01:49:38 GMT
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OMG what is that rocket thing I want one so bad that thing looks bad @ss.

Subject: Sole Survivor is on its way...
Posted by [Havocman](#) on Fri, 16 May 2003 23:55:22 GMT
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SSM Launcher Fires Naplam Rockets in TD. A pain in the ass to get too.

Subject: Sole Survivor is on its way...
Posted by [Havocman](#) on Sat, 17 May 2003 16:54:08 GMT
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Updates SomeRhino?

Subject: Sole Survivor is on its way...
Posted by [SomeRhino](#) on Sun, 18 May 2003 15:54:06 GMT
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I'm having trouble with the new scripts version crashing Level Edit. Once this gets fixed, I can finish the Convoy mode. Meanwhile, I've just been working on other maps for the mod. I'll probably start on the website later this week.

Subject: Sole Survivor is on its way...
Posted by [Havocman](#) on Tue, 20 May 2003 00:28:26 GMT
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thats for Some rhino.

Subject: Sole Survivor is on its way...
Posted by [Havocman](#) on Wed, 21 May 2003 23:16:00 GMT
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Subject: Sole Survivor is on its way...
Posted by [Havocman](#) on Fri, 23 May 2003 21:19:42 GMT
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Updates?

Subject: Sole Survivor is on its way...
Posted by [SomeRhino](#) on Sat, 24 May 2003 03:45:56 GMT
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Currently working on the site, I'm half done with it. It's a very basic layout for now, but I should have it up by next week.
