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Subject: "Why does Renegade suck?"

Posted by [msgtpain](#) on Sat, 18 Dec 2004 01:39:28 GMT

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Aircraftkiller You can't even satisfy your own server's fanbase, which is almost dead. Not to mention all the people who pretend to like you, but think you're a total fucking asshole when they talk to me about you.

If people pretend to like me, they're doing it for their own misguided reasons.. I've never required anyone like me, and I don't give out any special privileges to anyone that does.. so, uh.. their loss? Quite possibly those people that pretend to be nice to me, are really just pretending to hate me in discussion with you; that way they can weasel you in to doing something for them.. who knows, and I'll bet even less people care.

As for the fan base.. you haven't played in a year, remember? So, exactly how are you qualifying what I am or am not giving players in relation to what they want? If you look at where the players are, they're all on servers running the latest and greatest mods which allow you to repair dead tanks, pick up all dropped weapons, and run over 10'x10' "special" crates planted randomly on the map.. Those aren't things we like on our server, and players that do will play somewhere else.

I'm sure you have stats for how many people play RenAlert over the span of the last 12 months? I'm also sure that those numbers are so staggering that it will undoubtedly prove that you are the master at providing players with what they want, right? I suppose all the missing Renegade players have moved on to RenAlert, since it's such a perfect game, and what Renegade was meant to be...

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