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Subject: Breaking News Regarding RenAlert!

Posted by [Aircraftkiller](#) on Wed, 09 Mar 2005 00:50:17 GMT

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That's why we had lots of players, because no one liked the gameplay! It's a new concept of game design! The worse off the gameplay, the more people want to play it!

Who said we had to finish anything on this engine? I don't understand why you and several others think starting a project on one engine means you need to finish it in that engine.

Oh, I know why. You have a shitty computer and refuse to get any upgrades for it, so you're stuck here and are whining because everyone else is going to better games that you can't play.

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