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Subject: Re: Renegade is dead

Posted by [Blazer](#) on Sat, 12 Nov 2005 01:20:19 GMT

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Aircraftkiller wrote on Fri, 11 November 2005 17:43

None of these things really gave the game that much life. By the time RenGuard came out, it was already at the level of about 50 to 100 servers. Now I hear it's around 15.

It's around 15 because WOL has been broken for over a week now. You cannot even join the 15 servers that are there. This will be taken care of this weekend with the WOL->XWIS transition.

It sounds to me like you are saying that 50 to 100 servers is a small amount...think back man...we have never had so many Renegade servers as we do now. Remember when the server list was one page long, and people werent using server names like a0000000000 to be at the top of the list? We actually have way way too many Renegade servers, the 100 server owners should consolidate to perhaps 25 quality servers (talking about WOL/XWIS servers).

Aircraftkiller wrote on Fri, 11 November 2005 17:43

Try out other games.

We (speaking for myself anyhow) do try other games. I currently have installed on my PC: Renegade, Counter-Strike:Source, Battlefield 2, Call of Duty 2, The Matrix Online, and Civilization 4.

Aircraftkiller wrote on Fri, 11 November 2005 17:43

The kind of fringe element that keeps people (for some reason) hooked onto a game that is outclassed by many others is just odd to me. If you enjoy it, that's fine. I'm not stopping you from playing it and neither is anyone else who talks about how horrible the game is now. It was fun while it lasted.

I guess it's what is referred to as a "cult classic". Yes pretty much any game made today, including probably some flash and java games, have better graphics and whatnot than C&C:Renegade. But they just don't have the rock solid gameplay and re-playability that Renegade has. People play Renegade because it's fun, and challenging, and is everytime they play it.

If you havn't noticed, people still play Red Alert and other C&C games too, but you aren't strongly urging them to "move on". You seem to have this disgruntled attitude, or whatever it is that made you turn from being practically a C&C:Renegade celebrity into the person who suddenly started saying that Renegade "sucks"...which is fine I guess, even though I don't understand what turned you...the only thing I don't get a warm feeling about is how you strongly urge "everyone" to stop playing Renegade just because you don't like it anymore.

I'm not bashing your opinion, I accept it no matter if I understand it or not, but I hope you actually read what I have said, and try to understand yourself why "we" like to play Renegade, despite the many flaws one could point out in the engine, graphics, etc. It's more than that to us. We dont judge it everytime we load it up, and say hmmm these graphics suck...we just play the game and enjoy it, and that keeps us coming back for more.