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Subject: Re: Time

Posted by [havoc9826](#) on Wed, 12 Aug 2009 00:16:41 GMT

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Fobby: Goztow was referring to this thread (specifically starting with this post and subsequent posts in that thread).

Regardless of how much progress they've been making over the last year, attrition is increasing much more rapidly than before. A couple of major server communities have effectively died (e.g. Black-Cell, mt0wn), and others have had to merge (e.g. Jelly & RA), and I'm not sure all of the major communities have enough secure donation funding to keep them running long enough to see TT released. Not to mention that without EA or someone else with an enormous amount of advertising power, there won't be enough old players hearing about TT once it's released, unless every still-active community's forum sends out a mass-email to every registered user telling them to come back and play Renegade again (though that might actually help, assuming enough of the email accounts are still actively read by their users).

Time is indeed TT's biggest enemy, and it is neither patient nor forgiving.

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