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Subject: Re: off topic

Posted by [Crimson](#) on Tue, 18 Aug 2009 16:30:31 GMT

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futura83 wrote on Tue, 18 August 2009 09:22In fact, this thread shows exactly what will kill renegade, and that's communities competing for players instead of working together.

As an ideal game, there would be servers of different types only, and then more servers coming along when the player count in that type is constantly too high.

If communities are constantly splitting renegade will only die.

You are exactly right. There is no need for any new servers and definitely no need to try and split a community up. Faildus' only real achievement was to bring Renegade closer to the death we don't want it to reach.

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