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Subject: Re: Dying Ren

Posted by [R315r4z0r](#) on Mon, 07 Dec 2009 01:36:23 GMT

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After reading the OP, I think you're too proud to admit you are finally getting bored with a game that you've dedicated yourself to for the past 8 years.

Your grabbing at straws and really stretching your points to make them sound more serious than they are. For example, saying that playing a game without people in TS isn't fun.

I've managed to get through Renegade all these years playing a maximum of maybe 30-40 games with voice chat. (out of the thousands I've played). You can get through it too.

The servers should not join together. To be honest, both servers are equally the same to me. Neither one nor the other is better than the other. But the fact remains that both servers have people playing on them. If one server is full, there is a fallback server. If you combine both of these servers, then there would be a massive impulse of players converging on a single server. It will fill up, and then it would deny anyone else.

Merging the servers is one way to lose MORE players... not gain them.

You can't expect the servers to be the way you want them to be 100% of the time. The flow of players always fluctuates. Just because you say that it seems to be going down, doesn't mean that it's the truth. Maybe there is a bit of a "player recession" but that doesn't mean that there won't be new players eventually.

It's all in your head. There are plenty of players playing this game still and there will be plenty new ones coming in the years to come. The day EA decides to either make a C&C game that resembles the multiplayer of this game or sell the rights to another company that does it is the day that Renegade's players will truly wither away to nothing. But until that day, things are fine the way they are now.

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