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Subject: Re: Roll cal: project Tiberium Rise to increase the player base of C&C Renegade

Posted by [Goztow](#) on Mon, 01 Apr 2024 10:00:02 GMT

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It has been almost 2 months, so I thought it would be good to give an update.

We've gathered overall support for our ideas, from many community leaders and even from our contact with EA. Albeit most of the support was moral support, a couple of initiatives have been taken, so we now have a youtube channel (thanks pwncall and xylaquin) and someone stalking the Westwood developers (thanks Brooksey!). I've started to manually e-mail former renegadeforums members and we've had some success with returning members! But obviously the biggest inflow of new Renegade players came from the Steam release. So that was a fortunate coincidence :wink:.

The Renegade council has been thinking of ways to keep the new players around. The discussions aren't easy because the views are somewhat different, but it's good that we're all talking about it and trying to be creative. TT has done major updates to accommodate the steam players, thanks to them for that!

Renegade will not be released as standalone game, but I think the current steam release at 9.99 \$ is a good enough deal for most who want to make a comeback.

New player onboarding was improved thanks to guides on steam and a youtube video explaining how to install Renegade. Social media attention can still be improved.

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