## Subject: Havoc\Sakura on Ramjet Rifles - Final Word Posted by Aircraftkiller on Tue, 21 Dec 2004 07:12:40 GMT

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So you're saying an average of 900 people are all that bought Renegade, because that's about all who's playing? Renegade sold close to a million copies, and we have maybe 1% of those players now.

Quote:and ACK, seriously, no one cares that you don't play ren anymore, no one cares about your reasons, you're not going to "win" any "converts" to CS here...

My name isn't ack, and you obviously care because you respond. I'm not trying to convert anyone to CS:S, I'm pointing out the simple fact that CS is played by 500 times the amount of players Renegade has... CS has something that Renegade doesn't, the ability to appeal to a lot of people instead of just a few hundred people. C&C players mostly dropped it and don't consider it a real C&C game because it fucked up the story, gameplay and damage structure.

Quote:so why do you keep posting pointless crap? Do you feel you need to compensate for the small size of you genitals

My penis is reasonably large and has little or nothing to do with this thread until you brought it up. Do you have to compensate for your imaginary penis by posting worthless crap?

Quote:stupid industry politics

Correction, a stupid game development company. Westwood Studios was only good before it developed Tiberian Sun and got new employees. At the point that TS was released, everyone knew it didn't live up to the hype. Neither did Firestorm, RA2, Pirates: The Legend of Black Kat, Earth & Beyond, and Renegade.

This is what happens when you have incompetent management who doesn't see the value in supporting games. C&C95 and Red Alert got lots of support. Red Alert had two expansion packs and even made it to the 3.03 state... No other WS game has gone above version 3.0 that I know of.

Quote:So why don't you either admit that the reason you care is because Renegade is an incredibly great and underappriciated game

If it were actually good I would say so.

Quote: If you really hated it as much as you claim than you never would have spent 3 years playing it

People can be wrong. I certainly was.