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Subject: Breaking News Regarding RenAlert!  
Posted by [msgtpain](#) on Sun, 06 Mar 2005 23:37:22 GMT  
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After wasting two years justifying the Renegade engine, and two months trying to figure out (and failing) how to use tools for a new cutting-edge game engine, it has come to the attention of the community that RenAlert has moved yet again. The current intention of Mr CraftKiller is to utilize a brand new game engine (so new, they can't even test it out yet..uh) to make their dreams come true. This change is the product of careful thought and consideration from Mr CraftKiller and his team. One anonymous community member overheard a conversation where ACK exclaimed jubilantly "Like OMG!! It'll be like so cool, because I can make like tanks, that, you know, come out of the building all like, clean and stuff. But Get this, like, after they drive for a bit, on.. the dirt, they'll like have mud and stuff on them!!!"

Unfortunately, due to the fact that the new engine doesn't even have a firm release date, the RenAlert team, not wanting to leave their fans hanging, has decided to move forward using an engine which they hope to master in a relatively short period.

Coming Summer 2008. RenAlert Moon Patrol.

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