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Subject: Re: How renegade 2 would have looked  
Posted by [phlakaton](#) on Tue, 23 Aug 2005 18:42:28 GMT  
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Why come to a "renegade" site and post if you think it's all lame?

That map was a testing ground for a lot of things. None of it was ever a Renegade 2 base. Nobody ever claimed it was except outsiders who don't know the scoup anyway. It was made by two of us in an unreal type approach to see what the engine could handle.

Speculation gets you nowhere.

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