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Subject: Re: Renegade is dead

Posted by [Daze](#) on Sat, 12 Nov 2005 12:18:02 GMT

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From what I can see, the transition's been done, seeing as a new "Message of the day" has been posted up, plus the number of servers online has been pushed up to its normal amount again. RenGuard was showing roughly 60-90 players logged into its database a couple of days ago, but now it's back to 200-300 and still growing from what I've seen.

I like Renegade for prettymuch the same reason as anybody else, which is the gameplay. Many would complain about the n00bs you get, but honestly, you find just as many good people who you can work and be friends with. I also like how teamplay isn't a must, you can sometimes work by yourself, even though teamplay is always the easiest way to get things done, and the most rewarding part anyway.

I've been playing Renegade since February 2002, and still don't intend to stop anytime soon.

I guess Aircraftkiller's like for the game dissipated after RenAlert actually became good at the .993 release, which I could understand since the mod was in a few ways better than the game it was built off. The only thing I didn't like was the bugs like weird rendering of the windows on buildings, magnetic fences and so on. The mod was still heaps of fun, but it just didn't have the replayability of Renegade to me, I eventually stopped playing it and moved back to playing Renegade only.

Renegade's lasted for say almost 3 years, here's for another 3 strong ones of good gaming, mods and fun to come.

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