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Subject: Re: Crimson is visitng TheKOSs2 TS server for an interview

Posted by [Goztow](#) on Tue, 21 Nov 2006 11:41:27 GMT

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The download of the interview is available since a while. I hoped to wait until I got the written out version before posting about it but it seems we'll never get that one (it is a big job to write down a 1 hour interview) so here goes (source TheKOSs2.org)

You can download the MP3-recording of the interview with Crimson here.

Here's a non-exhaustive list of questions she answered:

"Crimson interview"1. How did you first get in contact with Renegade? Why all this input from your part in this

particular game?

2. How often do you play Renegade? What is your online game name? Would you join us for an I-CW (weekly passworded fun training with our allies and firends, on teamspeak) with and show us how it is done - or perhaps put a scratch team together of BHS peeps and take us on?

3. What are the short term, mid-term and long-term plans of BHS. Is BHS looking towards future C&C - games, like 'Tiberium Wars' and possibly changing support towards that game when it is issued?

4. Is BHS receptive to support from TheKOSs2 if in fact we have anything to offer?

5. Does BHS have an idea of the breadth and depth of the Renegade community? is it dying, is it stable, is it growing?

6. Are there any plans to tighten the blocking of confirmed cheaters from playing again - recognising the difficulty of IP bans and the fact new serials can readily be obtained.

7. What interaction with EA and Xwis does BHS have - is there any snippets or rumours regarding updates/version 2/new games coming out.

8. How would you describe the Renegade community in a few sentences?

9. What do you do to get away from everything concerning Renegade from time to time?

Some screenshots:

There were around 25-30 listeners during most of the interview, with a total number of different listeners of around 40.

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