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Subject: Results:How much longer does Renegade have?

Posted by [hdchibiki](#) on Sun, 15 Jun 2003 22:17:08 GMT

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Renegade's going to be around for a while yet. The thing is, is that even though the game's been abandoend by the people who put it out, tehre's a strong grassroots community doing their own mods, maps and additions that is still going strong. While GS may not have any more servers (dang I miss the WOLF days, that was a great server), WOL still has some solid servers that have players all the time.

Planetside understandably has stolen lots of Renegade players. I even fell into the pitfall and beta tested and played the game when it came out - the very reason I haven't been on Renegade that often lately. I liked PS, but I never really intended to play it beyond the first month of public release - mostly because of lag issues that I knew were going to come up, and, more importantly because of the game concept.

The concept of the game is neat - persistent world, base battles and takeovers, classes, and vehicles. It really sounds like Renegade to lots of people, but it really isn't. There's the fee, first off, which, even at \$12.99 will make some FPS fans hesitate. And there's the fact that the game never ENDS. The same continents are fought over over and over and over again. It'd be neat if once a continent was locked, it was locked for good until all the continents were locked, giving victory/points/uber experience to one of the three sides who had the most locked. But you can log in one day and have, say, Amerish locked by the Vanu and the next day see it overrun by the Terran Republic. The level cap is a bit low and there's not much to do once you have most of the skills. It gets pointless once the RPG/experience element nears its end.

Add this to the game balancing issues (IMO the Jackhammer is overpowered, and the Vanu in general can never have an even fight with the bullet-spamming Terran republic) and it just wasn't really that great. The huge influx of players just doesn't work.

Renegade is a different beast than Planetside and just about any other FPS-type out there. It's a true, class-based teamwork game with the ability to go in and play games in quick succession. This is part of why Counterstrike is still around - it's a quick bunch of games and the outcome can always be different depending on your team. Even Battlefield 1942, the closest thing to Renegade, doesn't have that neat building-destroying thing and sense of teamwork going for it. I finally got into playing on the Dominition Guild and Pitts servers and the regulars over there are great, lots of good attempts and teamwork and a good challenge.

lifen, I'm glad I came back to Renegade and I'm going to keep playing it. If you don't like it, that's ok, but it's really pointless trying to preach that the game is dead and that, really, we should all feel like you. I can have my opinion and you can have yours. But you're wasting your time in here. We want to play. You don't. There's no point to be here if you don't like playing.

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