
Subject: Re: Renegade X Colossal July Update!
Posted by [Aircraftkiller](#) on Sat, 19 Jul 2008 03:56:17 GMT
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You do realize that Renegade would have been patched to fix these problems had WS not been liquidated? Being one of the few people to have worked with them on this game and having had a lot of contacts with the team behind it, in addition to beta testing the game, I speak with certainty that what you want to recreate is only the result of a company that doesn't have the ability to update an old game's mechanics.

Why not take the initiative and fix Renegade instead of cloning everything about its gameplay, most of which is obviously broken and a main reason why the game is so inactive and dead. I mean you can keep saying it's Renegade, and go on and recreate it with all these pretty visuals, but the core gameplay's still going to be the same and it's not going to be anything except a Renegade clone. In a few weeks it'll end up echoing Renegade's demise and you'll have a few guys playing with you every so often.

Reinvent it. Make it balanced. I guarantee it will work.
