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Subject: Re: Now that Tiberium is canceled...

Posted by [cmatt42](#) on Sun, 05 Oct 2008 19:23:51 GMT

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Cabal8616 wrote on Sun, 05 October 2008 12:51: Mostly why Renegade failed is because of the sheer bugginess and incomplete game mechanics. And, lack of decent marketing. This. I originally found a preview about Renegade in some obscure gaming magazine with not more than a paragraph. Some several years later, I'm told about Renegade by a friend, long after its release and Westwood's untimely demise. In all that time, I didn't see one ad for Renegade. None.

Oh, and I voted for option 1.

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