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Subject: Why Renegade has such magnetism.

Posted by [KIRBY098](#) on Thu, 07 Aug 2003 14:46:10 GMT

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I played a full length, all out war with 10 players this morning for the first time in a month and a half. I have been moving my family, and switching jobs, etc... so time to play games was limited by no dial up, and family needs.

It took me 2 minutes, and I was rehooked.

I am astounded at how much fun I can still have after playing this game since inception. It NEVER gets old. I am excited at the prospect of seeing RENALERT, and DEAD6 soon, as it's hard to believe this gets better.

There is nothing like an excellent tank battle and sniper removal to get the blood pumping.

VIVA RENEGADE!

You know, the death of Westwood hasn't been all bad, as the mod community really took off, once there was no hope for a patch in the future.

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