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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [Renx](#) on Sun, 06 Sep 2009 14:48:07 GMT  
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Ethenal wrote on Sat, 05 September 2009 16:19 Why would it change?

Because it can! And it should! Don't get me wrong, playing a game I used to love the way it was on release with new graphics would be awesome... for a little while. But eventually you have to fill the roll of the devs and build on it, make it better than what it was. This encompasses MUCH more than just new maps and textures. If the base elements that make up the gameplay can be changed for the better, then they should be, regardless of what the game was based on. And if you're going to argue against "funner is better" then I don't know what to think.\

Besides, this isn't SOE, changes will likely be tested and then approved/denied by the community before they go in.

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