Subject: Re: How do we get Renegade great again?
Posted by reborn on Tue, 03 Aug 2010 12:29:02 GMT
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There are few options that are in the realms of possibility (The list gets less and less likely (and serious) as it goes on) to increase renegade's player count...

Please note, while some of these ideas are theoretically possible, I do not endorse the behaviour. Most of the ideas are illegal and immoral, no one should consider trying them (they are just fantasy).

Torrents
Hosting a server on Gamespy and disabling it's serial validation by patching the FDS (or better creating a WOL clone) would mean that players do not require a serial to play.
You could then totally flood the torrent scene with the ISO's of the discs, and provide a valid serial for installation.

The torrent gamers love a free a game, and it's pretty much gauranteed to be free to play forever that way. Especially if someone had a WOL clone and the torrent version was cracked to join there automatically).

However, this would split the community (existing clients would not likely move to the the servers hosted on the WOL clone).

Olaf disables serial validation
Olaf controlls XWIS. If he was to disable serial validation, it would mean that you could flood the torrent scene with the renegade ISO's and a valid serial for installation purporses. This would have the added advantage of not splitting the community.
However, while Olaf owns and operates XWIS, he is not in the position to disable serial validation without consent from EA.
If he did it without their consent, they would likely remove there redirects. If they did not boot back up their WOL servers (which they likely wouldn't), then Renegade would be no more.

Hack
Someone hacks Olaf's XWIS serial validation server and disables it. If he doesn't notice, and more importantly neither do EA, then you could follow through witht he torrent flooding.
If EA or Olaf realised, then it could be turned back on, meaning the opputunity of attarcting torrenters again, would be lower.
Plus EA might just turn off their redirect anyway to XWIS, even though it wasn't Olaf's fault.
Plus, EA would find out almost immediately, anyway.

Hack 2
Someone hacked the serial database and released all the serials, would require a little marketing, but would be effective.

Slightly less effective would be someone creating a serial generator for renegade, as not all serials would be held on the serial database, so would be a little hit and miss for the clients (and it needs to be as pain free as possible for them).

EA gives the game away for free
I heard EA are contractually oblidged to not give it away for free for some time still to come, probably something to do with it being part of TFD which is still being sold.
However, they have released CnC games for free before.

Marketing
This would have to be highly effective and on a shoe string budget. Publicity stunts of the highest order would be needed to make an impact. We're talking parliamentry break-in's, faked televised suicide attempts, Sporting event take-over's...
Possibly a fake virus that swept the world?
Fathers for justice are a good example of this type of marketing, but there's no way a group of Renegade fans are going to be stupid enough to do this sort of thing, and anything short of it would fail.

Lottery
If someone won the Euro millions and was an avid renegade fan, they could make the game popular again by arranging with EA that it be released, and also advertising it.
This however, is not going to happen.

I can't think of anything else that might work at the moment, but as you can see, there is little chance of actually accomplishing this.