
Subject: Re: How do we get Renegade great again?
Posted by [snpr1101](#) on Tue, 24 Aug 2010 06:52:05 GMT
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HaTe wrote on Mon, 23 August 2010 21:14 Time killed Renegade, and unless we can go back in time, it will not be great again. Better graphics in games are out, better gameplay, and everything. It seems that for the most part the people who still play Renegade play it either because they have friends that they love to play the game with, and would otherwise not play with them; or they love the game in general, and are addicted to it; or are too poor to get a better game. The communities are what keep Renegade alive, not the general Renegade population. Communities working for their community, and making sure it succeeds is the best way for Renegade to stay alive. The players who play all day and sit in one server for 5+ minutes waiting for someone to join are the ones helping Renegade more than the ones discussing and planning on improving the game quite honestly. To be honest, I think that the number of players in Renegade at a time will increase when TT releases, but not because it will attract new people - but just because the new maps will make people want to keep playing, and will have them playing more. Playing and playing more is how we keep it alive. Getting it great is really a stupid suggestion honestly, because if it's not great to you at this point, then you likely don't play too much, and in turn are one of the ones killing it more than helping it. The truth hurts :/

I guess Renegade is like one of those sweet old vintage cars. It may not be as fuel efficient as the cars of today. It may not go as fast as the cars of today. But when you admire it's classic style and take it for a drive, you can't help but admire it and the unique niche it occupies despite the contemporary surrounds.
