
Subject: Re: How do we get Renegade great again?
Posted by [A48943849](#) on Fri, 24 Sep 2010 06:54:56 GMT
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I've been playing Renegade since late 2002 and as much as it pains me to say it, I don't think there's anything anybody can do for it at this point. I remember the days when there were thousands of people online playing, the WOL chats constantly had people in them looking to organize clans matches. I remember the excitement when the game was updated and Glacier_Flying was released; I played Renegade all through that Christmas break from school.

I have so many wonderful memories playing this game, and would love nothing more than to snap my fingers and have the game that popular again. Unfortunately that's just not going to happen. It's too late to save Renegade. Right now there's about 150 people that still play Renegade on a regular basis. A mere fraction of what it was back in 2003. The game is dated, plain and simple. It has an amazing concept (for online), one that I have yet to find it any other game yet (buildings, tanks, base defenses, etc) but the graphics are circa 2002 and are nothing compared to games like Call of Duty. Not to mention it's been unsupported for years now.

I love Renegade and will continue to keep playing it but I have no illusions of grandeur. We should just all keep playing the game we love and things will work themselves out.
