
Subject: heres a strategy for EA...
Posted by [alatarus](#) on Mon, 10 May 2004 14:51:12 GMT
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PUT SOME FUCKIN GAMES BACK ON RENEGADE!!!!

Subject: heres a strategy for EA...
Posted by [bigejoe14](#) on Mon, 10 May 2004 15:12:31 GMT
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THEY DON'T CARE!!!!

AND YOU ARE STUPID!!!!

Subject: heres a strategy for EA...
Posted by [Jzinsky](#) on Wed, 09 Jun 2004 12:33:06 GMT
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I thought Renegade IS AN ENTIRE GAME BY ITSELF!

HOW CAN YOU PUT A GAME ON A GAME

But have you any suggestions?

Subject: Re: heres a strategy for EA...
Posted by [The_Lone_Canadian](#) on Tue, 15 Jun 2004 23:40:26 GMT
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alatarusPUT SOME FUCKIN GAMES BACK ON RENEGADE!!!!

Hahaha... EA hates the people they make games for. Gone are the days when a company would continually support their product. They just want money... I hope they suffer the same fate as Interplay.

Subject: Re: heres a strategy for EA...
Posted by [flyingfox](#) on Wed, 16 Jun 2004 02:35:57 GMT
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The_Lone_CanadianEA hates the people they make games for.

whatever.

[fox]

Subject: heres a strategy for EA...

Posted by [Kgboutlaw](#) on Tue, 22 Jun 2004 16:07:48 GMT

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wasn't renegade a westwood game..then EA bought out westwood and said who cares...we're gonna just work on generals...and they keep adding to generals. Kinda reminds me of Tommy boy...he was going to buy the company and do nothing with it.

Subject: Re: heres a strategy for EA...

Posted by [Deactivated](#) on Tue, 22 Jun 2004 16:52:09 GMT

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The_Lone_Canadian Gone are the days when a company would continually support their product.

What about Team 17 and Worms Armageddon?

Subject: heres a strategy for EA...

Posted by [davion fuxa](#) on Tue, 22 Jun 2004 23:24:34 GMT

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they supported the wormers until there were few wormers left, then the abandoned it and went on to better things. They mroe or less cared for the wormers in that, they continued to support until it became that there server had too few and could get away with abandoning it.

Subject: heres a strategy for EA...

Posted by [Jzinsky](#) on Wed, 30 Jun 2004 23:51:07 GMT

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Well to be fair why run a server for no players?
