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Subject: This game pwnz renegade

Posted by [Demolition man](#) on Thu, 12 Jun 2003 20:58:56 GMT

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<http://www.xgenstudios.com/castle/index.htm>

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Subject: This game pwnz renegade

Posted by [John Shaft Jr.](#) on Thu, 12 Jun 2003 21:57:32 GMT

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Thats was a pretty fun game.

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Subject: This game pwnz renegade

Posted by [ArUsH4nll](#) on Thu, 12 Jun 2003 22:02:42 GMT

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that owns

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Subject: This game pwnz renegade

Posted by [John Shaft Jr.](#) on Thu, 12 Jun 2003 22:30:41 GMT

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I hate it though when you click on the stick guy moving fast and you accidently miss him. Man that was annoying me.

But I'm far in to the game now. I'll just stop for awhile and browse the net to let my wrist rest. Then I'll go back to playing the game.

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Subject: This game pwnz renegade

Posted by [lmdgr8one](#) on Thu, 12 Jun 2003 22:32:14 GMT

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through 5 hours,I can't stop.

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Subject: This game pwnz renegade

Posted by [forsaken](#) on Thu, 12 Jun 2003 23:17:17 GMT

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i've only played for a little bit but what does the buildings do, just help you kill the men or something?

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Subject: This game pwnz renegade  
Posted by [Try\\_lee](#) on Thu, 12 Jun 2003 23:22:09 GMT  
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Just from what people are saying I'm guessing it's the defend your castle game. 'Tis cool, but it only gets good once you get the wizards.

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Subject: This game pwnz renegade  
Posted by [Sir Phoenixx](#) on Thu, 12 Jun 2003 23:56:00 GMT  
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Cool little flash game...

How do you use the converts? I've got the temple addon and converted two of them, I've tried drag and drop and just clicking on those blue stick figures...

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Subject: This game pwnz renegade  
Posted by [forsaken](#) on Fri, 13 Jun 2003 00:01:03 GMT  
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i have the temple, archery, demolition buildings, but how do you use them to help you kill guys?

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Subject: This game pwnz renegade  
Posted by [Sir Phoenixx](#) on Fri, 13 Jun 2003 00:04:58 GMT  
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It would be great if they could have included this information in the game's help...

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Subject: This game pwnz renegade  
Posted by [Sir Phoenixx](#) on Fri, 13 Jun 2003 00:07:35 GMT  
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---

Oh yeah, I got it...

To use the converts convert them with the temple, buy the archers range and click the flag that appears on the corner of the castle and it trains the converts...

---

Subject: This game pwnz renegade  
Posted by [coolmant](#) on Fri, 13 Jun 2003 00:27:05 GMT  
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---

I quit after stage 10, what a boring game. What's the point? Better than Renegade? Meh.

---

---

Subject: This game pwnz renegade  
Posted by [forsaken](#) on Fri, 13 Jun 2003 01:02:31 GMT  
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ok after a level of recruiting you get your archers, and workshop repairs your castle, and i guess mana pool is wizards, but what does the temple and demolition place do?

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Subject: This game pwnz renegade  
Posted by [Vitaminous](#) on Fri, 13 Jun 2003 01:10:51 GMT  
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It's killing time, and time is money, so now I'm poor, LOOK WHAT YOU'VE DONE TO ME YOU SICK FREAK!

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Subject: This game pwnz renegade  
Posted by [forsaken](#) on Fri, 13 Jun 2003 01:23:19 GMT  
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I just ran into a problem..... HOW in the world do you beat that huge giant dude in level 14???????

NVM can't kill him!!!! I give getting to stressfull Edit: 2 suicide bombers kills him  
level: 14  
casualties: 1,129  
final score: 112,020

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Subject: This game pwnz renegade  
Posted by [Sir Phoenixx](#) on Fri, 13 Jun 2003 01:42:34 GMT  
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forsakenok after a level of recruiting you get your archers, and workshop repairs your castle, and i guess mana pool is wizards, but what does the temple and demolition place do?

The temple allows you to convert the enemy stick people to your side, which allows you to use the other additions. Just drag the stick person into your temple instead of throwing him up in the air. The demolition thing allows you to send a convert out of your castle with explosives on him, when he gets near a large group of enemies click on him and it detonates.

forsakenI just ran into a problem..... HOW in the world do you beat that huge giant dude in

level 14??????

Have you tried picking him up and dropping him on the ground, like all of the other enemies?

---

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Subject: This game pwnz renegade  
Posted by [forsaken](#) on Fri, 13 Jun 2003 01:54:35 GMT  
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hehe yeah suicide dudes are the only thing that i found to work on him, when you pick him up you more like poke him and he goes "ooo" and falls, but just gets back up

---

---

Subject: This game pwnz renegade  
Posted by [bigwig992](#) on Fri, 13 Jun 2003 01:59:45 GMT  
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I got up to level 10 then IE froze on me. I bought the archers range and trained some, but they didn't do anything when I trained them. That game is good, I think I'm gonna play it again right now.

---

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Subject: This game pwnz renegade  
Posted by [Madtone](#) on Fri, 13 Jun 2003 02:03:48 GMT  
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This game rocks my day @ work!!!! lol

I need more games like this..

I wish they would make a Clone of Tib Sun or Red Alert in flash so i can play it @ work

---

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Subject: This game pwnz renegade  
Posted by [John Shaft Jr.](#) on Fri, 13 Jun 2003 02:05:35 GMT  
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---

Yep. Wait until you get the wizards. Those Giant guys fall easy to them.

---

---

Subject: This game pwnz renegade  
Posted by [Sir Phoenixx](#) on Fri, 13 Jun 2003 02:05:37 GMT  
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forsakenhehe yeah suicide dudes are the only thing that i found to work on him, when you pick

---

him up you more like poke him and he goes "ooo" and falls, but just gets back up

Yeah, it's like he's too heavy for you to pick up so it just slows him down when you try. The only ways I've found is the kill all power when you get the wizards and the kamakaze...

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Subject: This game pwnz renegade  
Posted by [Vitaminous](#) on Fri, 13 Jun 2003 03:27:23 GMT  
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my troops...they all died...no....

---

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Subject: This game pwnz renegade  
Posted by [Demolition man](#) on Fri, 13 Jun 2003 11:18:39 GMT  
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---

I got at lvl 15 with and have all the upgrades and 10.000 armor. It gets really hard then.

When you load the website you see below a help button read that to understand it.

---

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Subject: This game pwnz renegade  
Posted by [Sir Phoenixx](#) on Fri, 13 Jun 2003 14:13:33 GMT  
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What I don't get is why do most of my converts die after a couple stages? I had 10 archers and 10 repairers and they just die after like two stages!!!

---

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Subject: This game pwnz renegade  
Posted by [Demolition man](#) on Fri, 13 Jun 2003 15:14:14 GMT  
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Sir PhoenixxWhat I don't get is why do most of my converts die after a couple stages? I had 10 archers and 10 repairers and they just die after like two stages!!!Because the enemy got at your base.... Only many ppl die to fast IMO. I had only a few at my base and got about 35 losses.

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Subject: This game pwnz renegade  
Posted by [Darkre1gn](#) on Fri, 13 Jun 2003 15:45:12 GMT  
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I'm on level 35 right now. I have alot of stick people fighting for me (150 wizards, 400 bow guys and 400 repair guys, i don't even have to touch the screen except for ordering some additional

---

fortifications and clicking on "ok."

---

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Subject: This game pwnz renegade  
Posted by [forsaken](#) on Fri, 13 Jun 2003 16:08:24 GMT  
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lol, just get to watch the killing, are there any units that are stronger than the giant?

lol try to juggle men in the air, it's pretty hard to, lol I wonder if the archers can shoot them while they are airborne

---

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Subject: This game pwnz renegade  
Posted by [John Shaft Jr.](#) on Fri, 13 Jun 2003 16:23:09 GMT  
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Hehehehehe.... I notice everytime Demo presents us with something cool we stay with the forum fad for like 2 or 3 weeks.

I still remember the Fanta Shokata movies.

---

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Subject: This game pwnz renegade  
Posted by [KIRBY098](#) on Fri, 13 Jun 2003 18:08:00 GMT  
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---

For once agree with you, demo-girl.

this is fun.....I really should be working right now though.

---

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Subject: This game pwnz renegade  
Posted by [Wild1](#) on Fri, 13 Jun 2003 18:12:32 GMT  
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---

Oh shoot! I lost my castle on level 16. Damn!

---

---

Subject: This game pwnz renegade  
Posted by [Crimson](#) on Fri, 13 Jun 2003 18:13:13 GMT  
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---

Yeah, I'm at level 35 now... once you get past 14 you can get anywhere. I mostly cast the

---

"convert" spell over and over while clicking madly to build up my troops, but hardly anyone can get past my archers. Thank goodness for the save feature

---

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Subject: This game pwnz renegade  
Posted by [asdfg195](#) on Fri, 13 Jun 2003 19:16:20 GMT  
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---

Get lots of wizard, hit 2 and click on a large group of people :twisted:

---

---

Subject: This game pwnz renegade  
Posted by [forsaken](#) on Fri, 13 Jun 2003 19:34:25 GMT  
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---

lol so let's see how far this thing will go. highest i've heard so far is 35-36 anyone got higher?

---

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Subject: This game pwnz renegade  
Posted by [Sir Phoenixx](#) on Fri, 13 Jun 2003 20:42:54 GMT  
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Demolition manSir PhoenixxWhat I don't get is why do most of my converts die after a couple stages? I had 10 archers and 10 repairers and they just die after like two stages!!!Because the enemy got at your base.... Only many ppl die to fast IMO. I had only a few at my base and got about 35 losses.

That's what I thought after a while, but it still takes them away on stages that my castle doesn't get hurt.

Level 35? This stupid game kills off all of my wizards/archers/repairers after every level, so after like 2 levels I run out of my stockpile of converts??!?!?

---

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Subject: This game pwnz renegade  
Posted by [Javaxcx](#) on Fri, 13 Jun 2003 21:01:39 GMT  
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---

Lets see... I'm on stage 32,

400 Wizards  
1150 Archers  
350 Engies

I haven't "lost" a unit in almost 12 stages. I don't take damage either

---

---

Subject: This game pwnz renegade  
Posted by [Sir Phoenixx](#) on Fri, 13 Jun 2003 22:50:32 GMT  
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---

Oh yeah...

I went through the xgen forums and found out exactly why you loose units and how to keep them...

You need enough money left over from the previous level to keep the units you train in the current level. If you don't have enough money you lose them.

Like if you're at stage 10, you just spent all of your money. You go to stage 11 and create 10 archers, since you didn't have enough money left over from the previous stage they leave.

---

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Subject: This game pwnz renegade  
Posted by [maytridy](#) on Fri, 13 Jun 2003 22:57:11 GMT  
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---

That game owns.

Another couple of hours down the drain.....

---

---

Subject: This game pwnz renegade  
Posted by [-Tech-](#) on Sat, 14 Jun 2003 01:28:06 GMT  
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---

maytridyThat game owns.

Another couple of hours down the drain.....

As if Renegade is any more useful.

Ahh, too much fun. Got up to 13 before I was overrun - took me a while to figure out Archers and all that stuff. Need an optical mouse now.

---

---

Subject: This game pwnz renegade  
Posted by [boma57](#) on Sat, 14 Jun 2003 04:10:05 GMT  
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---

WOW. I have concluded that Level 15 is impossible. ;P



Awesome game, though Best Flash game I've seen in a while

---

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Subject: This game pwnz renegade

Posted by [Javafx](#) on Sat, 14 Jun 2003 13:08:03 GMT

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---

Why is it that people are getting slaughtered between level 13-16? Is it because of the big dudes?

My advice:

Get a Mana Pool ASAP, (with a temple, DUH.) and train around 20-100 wizards ASAP. You'll be able to convert people with a spell, or destroy a group of them.

Once you get the kamikaze enemies coming at you, you'll lose the need to use big explosion spells. Once you just click on a kamikaze enemy, they blow up and kill anything in the radius.

---

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Subject: This game pwnz renegade

Posted by [Darkre1gn](#) on Sat, 14 Jun 2003 14:08:27 GMT

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I don't bother doing anything... well, i occasionally throw around a few stick dudes if they survive long enough for me to get picked up. (they usually get slaughtered the moment they enter the screen)

---

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Subject: This game pwnz renegade

Posted by [Sir Phoenix](#) on Sat, 14 Jun 2003 16:16:22 GMT

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JavafxWhy is it that people are getting slaughtered between level 13-16? Is it because of the big dudes?

Because they keep losing their converts (wizards, archers, craftsmen) because they have this tendency to waste all of their money and purchase the buildings and addons as soon as they can afford it...

I just got to stage 28, and have 600 archers and wizards and 400 craftsmen. It takes some \$250,000 to keep them. I probably have around 200 converts stocked up, instead of killing them I use convert to get rid of them, you still get the points plus you get more people.

One of my new annoyances about this is that the archers, no matter how many I have don't really attack the enemies until around half way through the stage. When the stage begins (like last stage, 27, I had 600 archers), they won't attack anyone, and those little stick guys can walk all the way through to the gate without being shot, but later on long after the explosive enemies start coming they really start taking them out, I could just sit there and do nothing and watch them kill the enemies for me...

Tips and stuff:

After you get enough to get the temple, convert everyone you can, as soon as it's done converting someone, convert another one.

Save your money at the beginning, if you're even a little good with the mouse and are fairly accurate they won't be able to get past you to harm your castle in any way 'till the large stick people start coming. This means you don't have to purchase the castle upgrades or repairs.

Buy the buildings starting with the temple, than archers range, skip the craftsman thing, and get the mana pool.

Don't buy the archers range, craftsman thing, or mana pool as soon as you have enough money to afford it. Wait 'till the next level and purchase it. To keep your archers/wizards/craftsmen you have to have enough money left over from the previous stage. If you train like 20 archers, than at the end of the level you purchase the mana pool and have no money left over, you'll lose all of your archers, because you can't pay for them.

When you start getting higher in levels, and have all of the buildings, keep around 1.5 - 2x more money than it took away from you for upkeep from the previous level (If it takes \$50,000 away to keep your units, than make sure you have at least \$75,000 - \$100,000 when you go into the next level so you'll have enough to keep the units you'll convert in that level).

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Subject: This game pwnz renegade  
Posted by [Javaxcx](#) on Sat, 14 Jun 2003 16:42:51 GMT  
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It's costing me about 350000 to keep my units. :-\

---

Subject: This game pwnz renegade  
Posted by [forsaken](#) on Sat, 14 Jun 2003 20:58:18 GMT  
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how do you do the mass convert spells? Or if there an option somewhere to change what spell you want to do?

Ah i see now when you recruit enough wizards you can do several spells, well i see the convert, but i thought i saw something about a mass convert and when i do the convert spell it only does one person at a time.

---

Subject: This game pwnz renegade

Posted by [spreegem](#) on Sat, 14 Jun 2003 23:54:42 GMT

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---

I bought a temple, and can't figure out what to do, I don't see a button to convert units, or what ever the temple does.???????

---

Subject: This game pwnz renegade

Posted by [spreegem](#) on Sun, 15 Jun 2003 00:14:40 GMT

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Never Mind, I figured it out, but what does the demolition thingy do??

---

Subject: This game pwnz renegade

Posted by [Sir Phoenixx](#) on Sun, 15 Jun 2003 01:09:08 GMT

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spreegemNever Mind, I figured it out, but what does the demolition thingy do??

You see your little blue converts in the right corner? When you click on one of them it sends the stick guy walking out of your castle with a bunch of explosives tied to him, when you click on him while he's walking he blows up.

---

Subject: This game pwnz renegade

Posted by [Javafx](#) on Sun, 15 Jun 2003 01:10:38 GMT

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Sir PhoenixxspreegemNever Mind, I figured it out, but what does the demolition thingy do??

You see your little blue converts in the right corner? When you click on one of them it sends the stick guy walking out of your castle with a bunch of explosives tied to him, when you click on him while he's walking he blows up.

He becomes obsolete when the enemy's start sending their own kamikaze people at you. You can click on them and THEY explode.

---

Subject: This game pwnz renegade

Posted by [spreegem](#) on Sun, 15 Jun 2003 01:28:52 GMT

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THANK YOU!!

I can't seem to keep all of my units from dying after a couple of stages, any way of keeping them

---

alive, or tricks to help??

---

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Subject: This game pwnz renegade  
Posted by [Sir Phoenixx](#) on Sun, 15 Jun 2003 01:40:53 GMT  
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spreegemTHANK YOU!!

I can't seem to keep all of my units from dying after a couple of stages, any way of keeping them alive, or tricks to help??

Read through my above post (second from bottom).

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Subject: This game pwnz renegade  
Posted by [bigwig992](#) on Sun, 15 Jun 2003 06:46:56 GMT  
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I'm on stage 19 and theres nothing to do.

Wizards 100

Archers 300

Craftsmen 35

I just sit there with my convert spell (thank god for it in earlier levels) just clicking on any of those kamakazie guys that get by. Serisouly, I hardly work, I can type on AIM while my archers decimate everything.

---

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Subject: This game pwnz renegade  
Posted by [bigwig992](#) on Sun, 15 Jun 2003 07:15:27 GMT  
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During stage 21 I was getting really bored, so I thought I'd stop when I reached a million points, I did, but finished off the round. Stats:

Wizards 100

Craftsmen 35

Archers 415

Enemy Casualties 6500 +

Last Unit Upkeep price about 100000

Spendable money about 456000

Total Points 1081730

I'm tired, I've spent an hour on this damned game.

---

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Subject: This game pwnz renegade

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Posted by [Creed3020](#) on Sun, 15 Jun 2003 16:27:53 GMT

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Okay I cannot figure out how to use anything.....Like wtf??????

Someone give me some help here....

---

Subject: This game pwnz renegade

Posted by [bigwig992](#) on Sun, 15 Jun 2003 16:29:08 GMT

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You click on the little stick guy, hold your click, and drag him up in the air.

---

Subject: This game pwnz renegade

Posted by [Creed3020](#) on Sun, 15 Jun 2003 16:46:46 GMT

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I know that much...I mean as I do not know what the heck is going on with all this converting, archers, wizards stuff...I have bought temple and archery range but don't understand what to do now...

ARGH Now it did this again...At certain stages it keeps going back to the website right in the middle of battle..Getting annoying

never mind i got it all now....Stage 27 here I come...

---

Subject: This game pwnz renegade

Posted by [maytridy](#) on Sun, 15 Jun 2003 20:38:37 GMT

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---

Shit, thats hard.

In one level, I had like 13 archers, but when I got to the next, they all dissapeared!! What happened!??

---

Subject: This game pwnz renegade

Posted by [Wild1](#) on Sun, 15 Jun 2003 20:55:23 GMT

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You didn't have enough cash to supply them.

---

---

Subject: This game pwnz renegade  
Posted by [Darkre1gn](#) on Mon, 16 Jun 2003 17:09:35 GMT  
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---

I'm too lazy to keep the window up long enough to get to the next level.

---

Subject: This game pwnz renegade  
Posted by [asdfg195](#) on Mon, 16 Jun 2003 20:49:52 GMT  
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---

To convert someone, you have to buy the temple. Once you bought it, you can drag someone over your castle and drop them in. Then you will see something like a yellow ion cannon shooting. Once it stops, you have converted that person. Now you can buy mana pool and make wizards that cast spells, archery range and by archers, or woodshop and make repairmen. When you buy one of the auxiliary buildings, you click on the flag you want them to be trained as; Wizard (yellow flag), Archer (red flag), Repairman (green? flag). Make sure you have enough money for the upkeep.

Right now I'm at level 29, 50 wizards, 76 archers, 1 repairman with 2 Million+ spendable points and about 30 converts ready to work. Few things get by the wizards, nothing gets by the archers.

---

Subject: This game pwnz renegade  
Posted by [Creed3020](#) on Mon, 16 Jun 2003 20:52:49 GMT  
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asdfg195To convert someone, you have to buy the temple. Once you bought it, you can drag someone over your castle and drop them in. Then you will see something like a yellow ion cannon shooting. Once it stops, you have converted that person. Now you can buy mana pool and make wizards that cast spells, archery range and by archers, or woodshop and make repairmen. When you buy one of the auxiliary buildings, you click on the flag you want them to be trained as; Wizard (yellow flag), Archer (red flag), Repairman (green? flag). Make sure you have enough money for the upkeep.

Right now I'm at level 29, 50 wizards, 76 archers, 1 repairman with 2 Million+ spendable points and about 30 converts ready to work. Few things get by the wizards, nothing gets by the archers.

I figured it all out now.. At Stage 31

400 Archers, 100 Wizards, 100 Craftsmen. 2.5 million cash Just took a damm long time to figure things out.

---

Subject: This game pwnz renegade  
Posted by [maytridy](#) on Mon, 16 Jun 2003 20:53:44 GMT  
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How much cash do i need to supply them???

---

---

Subject: This game pwnz renegade  
Posted by [Creed3020](#) on Mon, 16 Jun 2003 20:55:37 GMT  
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---

maytridyHow much cash do i need to supply them???

Well how many do you have?

---

---

Subject: This game pwnz renegade  
Posted by [maytridy](#) on Mon, 16 Jun 2003 21:01:10 GMT  
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---

At the time, about 500.

---

---

Subject: This game pwnz renegade  
Posted by [Creed3020](#) on Mon, 16 Jun 2003 21:11:28 GMT  
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---

maytridyAt the time, about 500.

Well I have 450 archers 100 wiz 100 crafts costs me 115320 last stage which was stage 31 just a few mins ago.

---

---

Subject: This game pwnz renegade  
Posted by [Crimson](#) on Mon, 16 Jun 2003 23:08:02 GMT  
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---

I played this damn game up to level 50. I was hoping it would end, but it DIDN'T! I'm on level 51 now... I don't think I'll keep playing because I bet it doesn't end.

---

---

Subject: This game pwnz renegade  
Posted by [Sk8rRIMuk](#) on Mon, 16 Jun 2003 23:37:06 GMT  
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\*Drops the man from the sky into a splat\*

\*Does again\*

---

\*And again\*

Hey I love seeing this guy go splat!

-Sk8rRIMuk

---

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Subject: This game pwnz renegade  
Posted by [Creed3020](#) on Tue, 17 Jun 2003 00:32:08 GMT  
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---

Sk8rRIMuk\*Drops the man from the sky into a splat\*

\*Does again\*

\*And again\*

Hey I love seeing this guy go splat!

-Sk8rRIMuk

lol....Hi sk8 long time no talk....

Wow Christine...Stage 51 damm....I'm only at 41 lol.....I've got so I don't even have to watch it anymore....Enough people to kill everything instantly and enough craftsmen to repair if there is any damage to 450000 HP Castle...

---

---

Subject: This game pwnz renegade  
Posted by [npsmith82](#) on Tue, 17 Jun 2003 00:45:39 GMT  
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Really enjoyed the first 15 levels, after this it got really tedious. Just the same ol' stuff every level.

I went as far as level 23 with 300 wizards 250 archers and 100 craftsmen. I was hoping that it would soon come to an end... but considering Crimson has gone up to 50+ i don't think i have the patience to carry on.

All in all a REALLY great flash game, but way too linear after level 15.

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Subject: This game pwnz renegade  
Posted by [maytridy](#) on Tue, 17 Jun 2003 13:50:45 GMT  
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I'm addicted! :twisted: :twisted: :twisted:



I need IGA!!

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Subject: This game pwnz renegade  
Posted by [Darkre1gn](#) on Tue, 17 Jun 2003 15:33:11 GMT  
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maytridy IGA!!

I'm a Gay Asshole?

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Subject: This game pwnz renegade  
Posted by [Demolition man](#) on Tue, 17 Jun 2003 16:27:36 GMT  
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Darkre1gnmaytridy IGA!!

I'm a Gay Asshole?Yes you are.

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Subject: This game pwnz renegade  
Posted by [cheesesoda](#) on Tue, 17 Jun 2003 17:43:49 GMT  
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I'm on or past stage 31, my stupid archers won't kill the suicide bombers until late in the stages. THAT is annoying, so i have to keep clicking on them until my archers do their job and THEN can i just let it play. I have over 700 archers, so that's not the problem...for the people who are farther: do they eventually start doing their job the WHOLE stage?

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Subject: This game pwnz renegade  
Posted by [Javaxcx](#) on Tue, 17 Jun 2003 18:54:11 GMT  
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Demolition manDarkre1gnmaytridy IGA!!

I'm a Gay Asshole?Yes you are.

Funny dutch man

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Subject: This game pwnz renegade  
Posted by [maytridy](#) on Tue, 17 Jun 2003 18:58:23 GMT  
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Quote:I'm a Gay Asshole?

:rolleyes: :rolleyes:

Why would i need "i'm a gay asshole?"

It's a joke: Internet Games Anonymous. Kinda like AA, alchoholics anonymous. i'm surprised you've never heard that.

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Subject: This game pwnz renegade  
Posted by [forsaken](#) on Tue, 17 Jun 2003 23:11:48 GMT  
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i'm on level 60 with 200 archers, and yeah they do there job at level 50+ the men that are attacking run across the screen in a second, and a wave of 5 giants 5 suicide bombers come, everytime they die the next wave of 5 comes. Though I have 800 repairmen 250,000hp castle so when they hit me my life doesn't even budge. Going on level 61 with a 12,000,000 highscore, about 1,000 converts, 6mill in spending points, and of course 60,000 casualties.

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Subject: This game pwnz renegade  
Posted by [Creed3020](#) on Wed, 18 Jun 2003 21:12:32 GMT  
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forsakeni'm on level 60 with 200 archers, and yeah they do there job at level 50+ the men that are attacking run across the screen in a second, and a wave of 5 giants 5 suicide bombers come, everytime they die the next wave of 5 comes. Though I have 800 repairmen 250,000hp castle so when they hit me my life doesn't even budge. Going on level 61 with a 12,000,000 highscore, about 1,000 converts, 6mill in spending points, and of course 60,000 casualties.

You have a lot of extra shit.. My stats at Stage 54

500 Arhcers  
100 Wizards (Don't need me anymore Archers do all the work really)  
200 Craftsmen  
500000 HP Castle  
4 Million in Cash  
57000 Casualties

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Subject: This game pwnz renegade  
Posted by [forsaken](#) on Thu, 19 Jun 2003 01:42:27 GMT  
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hehe, i get about 400,000 spending points each level now and upkeep is about 100,000, on level

73, 800,000 hp castle, same amount of dudes, 18,000,000 points, and 87,500 casualties.

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Subject: This game pwnz renegade  
Posted by [spreegem](#) on Fri, 20 Jun 2003 00:41:01 GMT  
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Wizards = 300  
Mechanics = 250  
Archers = 1,550

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Subject: This game pwnz renegade  
Posted by [Havocman](#) on Fri, 20 Jun 2003 05:20:37 GMT  
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i can get to level 15.

Giant Sticks and Guys with battering rams attack you

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Subject: This game pwnz renegade  
Posted by [Commando no. 448](#) on Fri, 20 Jun 2003 21:26:08 GMT  
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Oh... Now that I know about the upkeep making them leave I might actually use archers. Otherwise I had to spend all my converts on wizards next round to deal with the giants. Level 18 here. I wouldn't play it at school as I am not bouncing up and down to have to start again every different comp I use.

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Subject: This game pwnz renegade  
Posted by [Nodbugger](#) on Sun, 22 Jun 2003 04:01:54 GMT  
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how do you get units?

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Subject: This game pwnz renegade  
Posted by [Nodbugger](#) on Sun, 22 Jun 2003 04:03:11 GMT  
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nm

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