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Subject: Renegade 2

Posted by [Marsh](#) on Sat, 15 Mar 2003 12:31:47 GMT

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after seeing the kind of things you amazing people can do with your application and teams of workers, why not join together as one team and make a whole new game under the name of renegade 2? use the same game and graphics and stuff already made, but bring out new map, characters vehicles all made and designed by us the people of the game.

How about it

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Subject: Renegade 2

Posted by [Sir Phoenixx](#) on Sat, 15 Mar 2003 13:14:35 GMT

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We can't make a new game called Renegade 2 with Renegade, we could make a mod for Renegade, but not a full game.

And taking everyone and joining them together isn't a good idea.

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Subject: Renegade 2

Posted by [Marsh](#) on Sat, 15 Mar 2003 13:27:48 GMT

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Sir PhoenixxWe can't make a new game called Renegade 2 with Renegade, we could make a mod for Renegade, but not a full game.

And taking everyone and joining them together isn't a good idea.

thats what i mean just a big mod, call it ren 2 put it on every site, simple as.

maybe just the elite people then :rolleyes:

or maybe not, it sounded good in my head

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Subject: Renegade 2

Posted by [Sk8rRIMuk](#) on Sat, 15 Mar 2003 13:38:53 GMT

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A lot of the top modders do NOT get along...

It would be like chucking 10 cats, 10 birds and 10 dogs in a hole and hoping something other than chaos would come out of it...

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I think it would be oK if people could pull together and forget there diffrences \* :rolleyes: at ACK\*

-Sk8rRIMuk

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Subject: Renegade 2

Posted by [Cpo64](#) on Sat, 15 Mar 2003 15:52:05 GMT

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I think such an undertakeing would be worth while, EA isn't going to give us what we want, nothing stoping us from doing it for them, well, I don't think there is.

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Subject: Renegade 2

Posted by [Sir Phoenixx](#) on Sat, 15 Mar 2003 16:48:11 GMT

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I wonder, who here would be interested in a "Renegade: The Sequel" mod?

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Subject: Renegade 2

Posted by [dead4ayear2](#) on Sat, 15 Mar 2003 16:48:34 GMT

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I want another TD. One that's more compatible with windows xp and when I take a screenshot of it, it"s not real dark and static.

BTW, if they do make ren 2, they should make the damn flame tanks actually be a threat to infantry. You could have an aimbot (I know they don't exist ) and wouldn't hit them because they would go right between the two flames. In TD one blast from the flamer would be total ownage over any infantry unit even if it barely hit them.

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Subject: Renegade 2

Posted by [Marsh](#) on Sat, 15 Mar 2003 17:08:26 GMT

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not a bad idea, maybe we can put it in

im intereste, but then i will only be able to come up with ideas

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