
Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [WaffleBoy13](#) on Fri, 27 Jun 2003 16:28:41 GMT

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Lots of people have real sucky comps that cant play renegade w/o totally screwing up (im one of those people) I have GCN \, and I dont think theres anyone on renegade who dosent have either GCN, XBox, or PS2. If anyone feels the same way, that westwood should team up wit nintendo, sony and microsoft, plz respond! :rolleyes:
:rolleyes:

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Xtrm2Matt](#) on Fri, 27 Jun 2003 16:31:50 GMT

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Westwood is dead.

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [WaffleBoy13](#) on Fri, 27 Jun 2003 16:33:27 GMT

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Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [boma57](#) on Fri, 27 Jun 2003 16:54:51 GMT

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Westwood got bought out by EA after Tiberian Sun, but they still existed as their own company up until a few months ago when EA got rid of Westwood as a company, and moved some of the people who'd been working their to a new team.

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [WaffleBoy13](#) on Fri, 27 Jun 2003 16:57:14 GMT

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Fine, whatever, then does anyone agree that EA should team up wit them to make a really good game?

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Deactivated](#) on Fri, 27 Jun 2003 17:04:37 GMT

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Yes, but they won't.

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Vitaminous](#) on Fri, 27 Jun 2003 17:13:36 GMT

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seaman! That's my fuckin' avatar.

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Xtrm2Matt](#) on Fri, 27 Jun 2003 17:28:54 GMT

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You are very whingy, arn't you Aprime?

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Deactivated](#) on Fri, 27 Jun 2003 17:31:43 GMT

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But you don't own it. It is for everyone.

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Havocman](#) on Fri, 27 Jun 2003 17:47:47 GMT

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The newest registered user is WaffleBoy13

Hi.

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Neo5](#) on Fri, 27 Jun 2003 18:11:57 GMT

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welcome waffleboy!

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [WaffleBoy13](#) on Fri, 27 Jun 2003 19:12:36 GMT

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yeah, hi, but is anyone going to accually reply to the topic, not about some avatar?

:twisted: :twisted:

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [frijud](#) on Fri, 27 Jun 2003 20:14:57 GMT

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I think that Renegade would make a great PS2/XBOX game, but EA won't make it into a console game. EA is a company interested in money, and putting Renegade into a console won't make them any money.

"Just because something is good, doesn't mean it is profitable"

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [kawolsky](#) on Fri, 27 Jun 2003 20:25:34 GMT

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EA make console games,they probably would make it into a console game but completely ruin renegade in the process,lets stick with pc

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [WaffleBoy13](#) on Fri, 27 Jun 2003 20:30:10 GMT

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frijudI think that Renegade would make a great PS2/XBOX game, but EA won't make it into a console game. EA is a company interested in money, and putting Renegade into a console won't make them any money.

"Just because something is good, doesn't mean it is profitable"

What are you talking about, If it was 50 bucks and millions of people buy it, well, um... thats alot of 50s

and how can it ruin the game? 4 player mayhem (except for ps2) with amazing graphics, probally 5x as good as pc. Plus havent ya seen other ea games, like 007, those games are amazing!

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Imdgr8one](#) on Fri, 27 Jun 2003 20:56:17 GMT

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frijudI think that Renegade would make a great PS2/XBOX game, but EA won't make it into a console game. EA is a company interested in money, and putting Renegade into a console won't make them any money.

"Just because something is good, doesn't mean it is profitable"

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [kopaka649](#) on Fri, 27 Jun 2003 23:54:52 GMT

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WaffleBoy13

4 player mayhem

have you played multiplayer before?

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [A-DawG](#) on Sat, 28 Jun 2003 01:33:10 GMT

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you need atleast 5 peeps on each team for a ren game to be good.

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [smwScott](#) on Sat, 28 Jun 2003 02:53:20 GMT

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First of all, the game didn't do incredibly well on PC so there's no reason to think it would do better on consoles. Secondly, this is a multiplayer based game and consoles don't do exceedingly well online. The PS2 and X-BOX are about on par with each other as far as online goes, but you're only going to get about 16 people or so for each one. They would have to do a whole helluva lot for the graphics, as Renegades graphics are unacceptable for consoles. Since online wouldn't be incredibly great on a console, they would have to improve the single player a whole lot as right now it isn't worth a purchase on it's own. Last but not least, the controls on all consoles would be a lot worse than PC, but oh well.

The general structure of Renegade is heavily designed for PCs. The amount of time and money it would take to port the games to consoles simply isn't worth it.

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Joey-Y](#) on Sat, 28 Jun 2003 07:57:05 GMT

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might as well just port renegade 2 into MOA's engine for a console and amke a new game out of it...

O yeah, the renegade/redalert2 files disapeard when they anounced 2 new games coming from LA (westwood/MOA team), when i talked to some EA dude about it, they suddenly reapeard....

i wonder...

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Sir Phoenixx](#) on Sat, 28 Jun 2003 15:36:54 GMT

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Joey-Ymight as well just port renegade 2 into MOA's engine for a console and amke a new game out of it...

First, it's the Quake 3 Arena engine, second it's MOHAA not MOA.

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Vitaminous](#) on Sat, 28 Jun 2003 16:54:44 GMT

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SeaManBut you don't own it. It is for everyone.

Ok ,then ,I won't complain, it's just that I had to get a new avatar 3 or 4 times because someone was using the one I picked, but whatever.

WaffleBoy13yeah, hi, but is anyone going to accually reply to the topic, not about some avatar?

:twisted: :twisted:

Stop with the spam, you smilie-nator.

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [DrasticDR](#) on Sat, 28 Jun 2003 17:32:53 GMT

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:crazy:

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [WaffleBoy13](#) on Sat, 28 Jun 2003 18:22:36 GMT

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I have played multiplayer, and i wasnt talkin about online. i was sayin that we could have 4 player FFA or they could make one of those things that lets 4 peps play on the same controller slot (like they have for ps2)Oh, and we cant forget the spam!

:rolleyes: :twisted: :twisted: :twisted: :twisted: :twisted: :twisted: :rolleyes:

:twisted: :twisted: :rolleyes: :rolleyes: :twisted:

:twisted:

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Sir Phoenixx](#) on Sat, 28 Jun 2003 19:14:45 GMT

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WaffleBoy13I have played multiplayer, and i wasnt talkin about online. i was sayin that we could have 4 player FFA or they could make one of those things that lets 4 peeps play on the same controller slot (like they have for ps2)Oh, and we cant forget the spam!

You can actually plug a multi-tap into each controller port and have up to 8 controllers and 8 seperate memory cards plugged into the ps2 at once (I'm not that sure, but I don't think you can plug multi-taps into the controller ports on the multi-taps, if you could, you could have an infinint amount of controllers/memory cards going into the ps2).

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [WaffleBoy13](#) on Sat, 28 Jun 2003 20:54:23 GMT

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yeah, i know, but wat if they made those for xbox and gcn... then there COULD be 5 on 5 renegade action!

Subject: WHO WANTS RENEGADE FOR PS2, Xbox, OR GCN?!

Posted by [Havoc_elite](#) on Tue, 01 Jul 2003 13:58:47 GMT

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If im not mistaking, wasnt westwood planing to bring it to PS 2 as well, but they canceld it at the latst moment... ah well, dont have one anyway.
