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Subject: Announcing Blackhand Studios!  
Posted by [Crimson](#) on Tue, 10 Feb 2004 04:40:31 GMT  
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Blackhand Studios, a non-profit mutual benefit corporation, is dedicated to supporting and creating new applications for the C&C community.

Founded by some of the most well known programmers and modders from the C&C community, such products as BlazeRegulator (BR.Net/BRenBot), BlazeRotate, custom scripts.dll for C&C Renegade, official C&C Renegade forums, and soon RenGuard are all a part of Blackhand Studios. Even recently adding the addition of well known level designer Aircraftkiller, Blackhand Studios produces several custom maps for the community.

Today, Blackhand Studios is gearing more towards full time support of the C&C community, even going as far as recruiting ex-Westwood Studios employees. What is in store for the future of Blackhand Studios, only time will tell.

Blackhand Studios is an alliance and a partnership of the following individuals:

Aircraftkiller  
Blazer  
Crimson  
Dante  
jonwil  
mac  
Olaf van der Spek  
Scorpio9a

For more information on our developing website, visit <http://www.blackhand-studios.org>

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Subject: Announcing Blackhand Studios!  
Posted by [Kholdstare](#) on Tue, 10 Feb 2004 05:16:07 GMT  
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Hehe go crimmy :mrgreen:

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Subject: Announcing Blackhand Studios!  
Posted by [coolmant](#) on Tue, 10 Feb 2004 05:17:23 GMT  
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Heh nice. Explain more.

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Subject: Announcing Blackhand Studios!

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Posted by [Pericyltes](#) on Tue, 10 Feb 2004 05:18:50 GMT

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sweet

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Subject: Announcing Blackhand Studios!

Posted by [coolmant](#) on Tue, 10 Feb 2004 05:21:09 GMT

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Recruit ex-Westwood employees? Now that would be awesome.

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Subject: Announcing Blackhand Studios!

Posted by [warranto](#) on Tue, 10 Feb 2004 05:25:31 GMT

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And yet another way Crimson maintains her hold on the Renegade Community

(Hey, someone was going to post it anyways right?)

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Subject: Announcing Blackhand Studios!

Posted by [Crimson](#) on Tue, 10 Feb 2004 05:41:03 GMT

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Just like RenGuard, I am PR / Web Host / PHP Developer type... I'm not in charge! I'm a co-founder.

---

Subject: Announcing Blackhand Studios!

Posted by [Aircraftkiller](#) on Tue, 10 Feb 2004 05:44:58 GMT

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Not just several multiplayer levels, over 30.

With that said, you're going to love what the future has in store... You just have absolutely no idea of what's going to happen.

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Subject: Announcing Blackhand Studios!

Posted by [Neo](#) on Tue, 10 Feb 2004 05:46:47 GMT

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Let me be the first to say.....w00t!!!!!!

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Subject: Announcing Blackhand Studios!  
Posted by [kriegerv](#) on Tue, 10 Feb 2004 06:59:16 GMT  
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I would love to see more tight maps

---

Subject: Announcing Blackhand Studios!  
Posted by [Dante](#) on Tue, 10 Feb 2004 07:28:24 GMT  
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warrantoAnd yet another way Crimson maintains her hold on the Renegade Community

(Hey, someone was going to post it anyways right?)

actually, in technical terms i am CEO and co-founder, this isn't a way to "take over Renegade" but an official way to support the game in our own ways. we all decide how things go, and will and have looked at the community for suggestions and things that need help.

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Subject: Announcing Blackhand Studios!  
Posted by [NHJ BV](#) on Tue, 10 Feb 2004 09:05:39 GMT  
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So...when will EA give you the rights to make the next C&C?

But seriously, you guys wouldn't do bad as professional game developers.

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Subject: Announcing Blackhand Studios!  
Posted by [kawolsky](#) on Tue, 10 Feb 2004 13:12:43 GMT  
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hopefully EA will hand over control of Renegade to you and dante will be able to compile patches for it

---

Subject: Announcing Blackhand Studios!  
Posted by [bigejoe14](#) on Tue, 10 Feb 2004 14:59:51 GMT  
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Oh shnaps!

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Subject: Announcing Blackhand Studios!  
Posted by [Try\\_lee](#) on Tue, 10 Feb 2004 16:33:33 GMT  
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Reminds me of RenEvo... only renamed...

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Subject: Announcing Blackhand Studios!  
Posted by [DragonFg](#) on Tue, 10 Feb 2004 17:59:38 GMT  
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w00t x2

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Subject: Announcing Blackhand Studios!  
Posted by [Creed3020](#) on Tue, 10 Feb 2004 18:32:40 GMT  
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Great idea to bring together common forces...

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Subject: Announcing Blackhand Studios!  
Posted by [Xtrm2Matt](#) on Tue, 10 Feb 2004 18:45:47 GMT  
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NeoLet me be the first to say.....w00t!!!!!!

What he said

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Subject: Announcing Blackhand Studios!  
Posted by [rm5248](#) on Tue, 10 Feb 2004 20:02:25 GMT  
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Well, I'll post the news at the [http://dynamic5.gamespy.com/~ra2sw/index.php?act=idx\]RA](http://dynamic5.gamespy.com/~ra2sw/index.php?act=idx]RA)  
Techcenter forums, who I'm sure will be glad(I hope.) Home of the largest RA1 Mod Making  
community.

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Subject: Announcing Blackhand Studios!  
Posted by [snipesimo](#) on Tue, 10 Feb 2004 20:06:16 GMT  
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Great to hear, I would like to wish you all good luck.

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Subject: Announcing Blackhand Studios!  
Posted by [Vitaminous](#) on Tue, 10 Feb 2004 20:45:59 GMT  
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And yet, another great way to keep this community happy =)

I can see us still playing this game in 2043 =P

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Subject: Announcing Blackhand Studios!  
Posted by [England](#) on Tue, 10 Feb 2004 21:43:46 GMT  
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I am interested in the intentions, where this is going etc...

What type of support, can we expect more game tweaks, custom apps, for older games?

I am interested in the intentions of olaf van der spekhead. --> Grudge...

What?!

---

Subject: Announcing Blackhand Studios!  
Posted by [U927](#) on Tue, 10 Feb 2004 21:47:47 GMT  
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Engage n00b reaction....Initializing...

<n00b>

LEIK OGHM Y R U TREING TO CVRAETE A MNOPOYL OF REENGAED OMGF WATS RONG  
WIT U PPL DOTN U UNDERSATND DAT URE PUTIGN MAPMAEKRS OUTA BUZINEZZ I RLY  
H8 U ALL U SHUD DAI!!!!!!!!!!!!!!!!!!!!11111111111

</n00b>

Very nicely done. I expect some very good projects and other goodies to come out of this.

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Subject: Announcing Blackhand Studios!  
Posted by [Majiin Vegeta](#) on Tue, 10 Feb 2004 21:57:44 GMT  
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EnglandI am interested in the intentions, where this is going etc...

What type of support, can we expect more game tweaks, custom apps, for older games?

---

I am interested in the intentions of olaf van der spekhead. --> Grudge...

What?!

i would love to know a few things which you guys are gonna be doing.. and isnt olaf hosting his own WOL IRC :S XWIS

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Subject: Announcing Blackhand Studios!  
Posted by [forsaken](#) on Tue, 10 Feb 2004 22:17:57 GMT  
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Yes, it is always good to see how strong this community is, haven't seen many other game communities with such strong leaders!

GJ, may you be rewarded, and the community is looking foward to what Black Hand studios can produce.

Thankyou.

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Subject: Hmmm...  
Posted by [Genocide](#) on Wed, 11 Feb 2004 00:42:49 GMT  
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Apart from the services currently in production for Renegade, and maps to forth come what good is going to come out of this?

you have something in store, we hope.

told key things that we should be looking forward to.

Genocide

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Subject: Announcing Blackhand Studios!  
Posted by [Aircraftkiller](#) on Wed, 11 Feb 2004 00:44:10 GMT  
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You won't be told anything until what we're working on is finalized.

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Subject: Announcing Blackhand Studios!

Posted by [SuperFlyingEngi](#) on Wed, 11 Feb 2004 00:45:25 GMT

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Why, that's almost pure evil....

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Subject: Announcing Blackhand Studios!

Posted by [forsaken](#) on Wed, 11 Feb 2004 00:56:39 GMT

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I think it is best for them not to tell, so things won't get over or under exaggerated, and just incase there is a hold back on their product, since it would be internal, members of the public wouldn't be dissappointed.

Though yes, it would indeed be interesting to hear on what specific area they are currently working on in Renegade.

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Subject: Announcing Blackhand Studios!

Posted by [npsmith82](#) on Wed, 11 Feb 2004 02:56:18 GMT

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Try\_leeReminds me of RenEvo... only renamed...

I agree with that...

What new targets do this BH group have, that weren't already set out for RenEvo?

/me patiently waits for Dante & Co to buy out the Renegade franchise.

---

Subject: Announcing Blackhand Studios!

Posted by [LTKirovy](#) on Wed, 11 Feb 2004 04:18:45 GMT

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Sounds like there's gonna be something nice in store for us.

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Subject: Announcing Blackhand Studios!

Posted by [Crimson](#) on Wed, 11 Feb 2004 08:23:56 GMT

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We have a lot of things we'd LIKE to accomplish, but some of it will take a lot of effort and isn't completely in our hands, so we don't want to tell you anything until we know.

But, this gives our products legitimacy and accountability. Remember when someone was looking

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for RenGuard to have someone to blame, someone responsible for any bad effects? (I mean, I know personally that this won't happen, but I can understand you wanting the assurance) Well, now you have a company behind the software.

---

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Subject: Announcing Blackhand Studios!  
Posted by [kriegerv](#) on Wed, 11 Feb 2004 08:46:10 GMT  
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I think it's better to produce more maps, then make mods like reborn/renalert no one ever plays.

---

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Subject: Announcing Blackhand Studios!  
Posted by [Aircraftkiller](#) on Wed, 11 Feb 2004 10:09:44 GMT  
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---

Maybe you don't play it, but I know about 100 WOL nicknames that play at least daily, filling up Crimson's two 18 player servers.

If you don't like it, just say so, but outright lying because of it? People play Renegade Alert all the time.

Now, as for Reborn, I haven't seen any servers or players since a week after their public beta went live... Wonder why. :rolleyes:

---

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Subject: Announcing Blackhand Studios!  
Posted by [NHJ BV](#) on Wed, 11 Feb 2004 10:40:44 GMT  
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No, that's not true. On Gamespy Europe theres a Reborn server that has sometimes 2 or 3 players in it.

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Subject: Re: Announcing Blackhand Studios!  
Posted by [Deactivated](#) on Wed, 11 Feb 2004 13:51:37 GMT  
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CrimsonBlackhand Studios, a non-profit mutal benefit corporation, is dedicated to supporting and creating new applications for the C&C community.

Founded by .....

This is great news....  
In the name of Kane!

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Subject: Announcing Blackhand Studios!

Posted by [Sir Phoenixx](#) on Wed, 11 Feb 2004 13:51:41 GMT

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Quote:No, that's not true.

Actually... He said that he didn't see anyone or any servers.

---

Subject: Announcing Blackhand Studios!

Posted by [KIRBY098](#) on Wed, 11 Feb 2004 14:15:58 GMT

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Priorities:

1. Finish Rengaurd
  2. Finish Dead6 Expansion
  3. Finish RenAlert
  4. Finish any of the above.
  5. Merge with Petroglyph Games, and start Renegade 2.
- 

Subject: Announcing Blackhand Studios!

Posted by [Deactivated](#) on Wed, 11 Feb 2004 14:31:43 GMT

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Nonono...

5. Start making a remake of Renegade as how it was shown in 2000=C&C Commando, Tiberian Dawn in Third Person perspective and Commando as the the main charachter.

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Subject: Announcing Blackhand Studios!

Posted by [Alkaline](#) on Wed, 11 Feb 2004 18:03:53 GMT

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Black-cell isn't a part of your team?

What about cnc Reborn?

They both have done some nice work esp. the DS thing, and serverside mods.

---

Subject: Announcing Blackhand Studios!

Posted by [Alkaline](#) on Wed, 11 Feb 2004 18:08:11 GMT

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\*notices the link button on the bottom of each page on the forums :rolleyes:

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Subject: Announcing Blackhand Studios!  
Posted by [Blazer](#) on Wed, 11 Feb 2004 18:14:48 GMT  
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Having just formed, we have not yet reached out for additional talent or resources. I personally do not know any of the Reborn team members, but other blackhand-studios members might. vlotkboky of BlackCell is certainly skilled in tweaking Renegade, but I get the impression that he would rather do his own thing than be part of a larger team.

---

Subject: Announcing Blackhand Studios!  
Posted by [Blazer](#) on Wed, 11 Feb 2004 18:16:29 GMT  
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Alkaline\*notices the link button on the bottom of each page on the forums :rolleyes:

Yes, the forums are owned and operated by a blackhand-studios co-founder, and thus now (Tm) blackhand-studios.

---

Subject: Announcing Blackhand Studios!  
Posted by [bigjoe14](#) on Wed, 11 Feb 2004 18:27:01 GMT  
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Hmmm...

Quote:Blackhand Studios, and all its subsidiaries, are dedicated to the support of C&C games, to include: C&C Gold, C&C Red Alert, C&C Red Alert 2, C&C Tiberium Sun, C&C Renegade, and the corresponding expansion packs.

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Subject: Announcing Blackhand Studios!  
Posted by [Aircraftkiller](#) on Wed, 11 Feb 2004 21:14:53 GMT  
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---

KIRBY098Priorities:

1. Finish Rengaurd
2. Finish Dead6 Expansion
3. Finish RenAlert
4. Finish any of the above.
5. Merge with Petroglyph Games, and start Renegade 2.

We each have our own work to do.

Certain BH members work on RenGuard. Some work on D6. I work on Renegade Alert seeing as how I'm the lead producer of it.

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Subject: Announcing Blackhand Studios!  
Posted by [kriegerv](#) on Wed, 11 Feb 2004 22:34:05 GMT  
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---

AircraftkillerMaybe you don't play it, but I know about 100 WOL nicknames that play at least daily, filling up Crimson's two 18 player servers.

If you don't like it, just say so, but outright lying because of it? People play Renegade Alert all the time.

Now, as for Reborn, I haven't seen any servers or players since a week after their public beta went live... Wonder why. :rolleyes:  
Let's change it then..  
Mods like reborn, no one ever plays.

---

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Subject: Announcing Blackhand Studios!  
Posted by [Crimson](#) on Thu, 12 Feb 2004 02:43:09 GMT  
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Alkaline\*notices the link button on the bottom of each page on the forums :rolleyes:

I don't understand the rolleyes, but these forums are now a service of Blackhand Studios, which doesn't change anything except the little logo at the bottom.

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Subject: Announcing Blackhand Studios!  
Posted by [Cpo64](#) on Thu, 12 Feb 2004 02:50:38 GMT  
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Such a pretty little logo too

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Subject: Announcing Blackhand Studios!  
Posted by [Crimson](#) on Thu, 12 Feb 2004 02:55:16 GMT  
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Thank Dante for that.

---

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Subject: Announcing Blackhand Studios!

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Posted by [IRON FART](#) on Thu, 12 Feb 2004 03:02:39 GMT

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Well this is somewhat cool. All these products for Renegade can have its own brand now!

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Subject: Announcing Blackhand Studios!

Posted by [Aircraftkiller](#) on Thu, 12 Feb 2004 09:50:07 GMT

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And much more, which you'll see in the future.

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Subject: Announcing Blackhand Studios!

Posted by [cowmisfit](#) on Fri, 13 Feb 2004 11:59:35 GMT

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This sounds really really cool.

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