
Subject: Havoc\Sakura on Ramjet Rifles - Final Word
Posted by [smwScott](#) on Tue, 21 Dec 2004 06:33:43 GMT
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Eh ... CS is a horrible game. I mean it's a great mod but to receive the amount of hype and recognition it has over the years is ridiculous. The formula is so outdated and so repetitive ... I just don't understand why people enjoy playing it so much. I admit that I enjoyed CS for a few weeks when I first played it, then CS:S for a couple more when I got that. But I played Renegade for three years, kinda hard to compare. I even got a lot more play out of Americas Army, which actually requires a brain to play. The amazing thing is that most games which sell as mediocre as Renegade did would have completely dead online communities right now. Games like NOLF 1/2 sold considerably better and you can't even find a server for them now. Even Splinter Cell: Pandora Tomorrow is dead in the water (ashame too, great online).

Although Renegade didn't appeal to a very mainstream audience, the people who did buy it obviously liked it a lot, as they're still playing. The reason CS did so well is because of Half Lifes enormous install base, which admittedly grew even larger because of CS. If Renegade had been given the proper treatment upon release (as in a far superior graphics engine and much more polish) it would likely be far more successful than it currently is.
