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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.

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