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Subject: Something you should remember about Renegade...

Posted by [Crimson](#) on Thu, 23 Oct 2003 00:58:18 GMT

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It's time for my semi-annual Renegade dissertation. Certain events have happened recently that I would like to cover.

First, the bottom line. Renegade is dying? It depends on your definition of dying, I guess. Personally, I don't see dying until I log into WOL or GSA and can't find a single person playing. That happened in the beta. You couldn't play late at night because no one was there. When I can log in at 2 in the morning and still find a half-full Pits server, that's fine with me.

You see, it's not about politics. It's not about "So-and-so said Renegade is dying so it's true!" or "So-and-so isn't making any more maps so I can't play anymore!" It's about this. You sit in front of your computer and feel like playing a game. If you still want to reach for your Renegade CD or point your mouse at the Renegade icon, then the game isn't dead. If you've been playing for several months and you still enjoy playing, then you've spent your money well. You know you've bought games in the past, played for a week or two, then you just stopped clicking that icon and now you've lost interest.

But, for most of you here, there's something about this game that's just kept your interest. Maybe it's the variety of tactics. Maybe it's perfecting your shotgunner skills, then working on your tossed remote C4 of death skills, then running around as an SBH and trying to stick your C4 to an unsuspecting sniper. Or maybe it's being that sniper, picking off engineers trying to disarm the game-winning beacon. And once you're bored with those, hop in a tank, or hop into an Orca. Very few games even today offer both infantry AND vehicles. It gives Renegade the kind of replay value not often found. THAT'S why you're still here, still playing Renegade, even though some people have run around for MONTHS trying to convince us the game is dead.

Yeah, I know, we've had some setbacks. We had to suffer the beacon and leave exploiters, now we're suffering cheaters. I can say I honestly thought it would be a lot worse. I honestly thought that within weeks, the cheating would be so bad that you couldn't play a single game without encountering one. But instead, we as a community banded together to protect our servers. The server owners in the community ferreted out the cheaters and once a cheater was found, they would soon discover they were unable to play on any decent server in the community. We banded together quickly, and effectively, and many cheaters were quickly deterred, and others didn't even start.

Remember where we've been. We've survived a lot. We'll survive more. The bottom line is, it's not about what someone else says about the game. It's how you feel about it and if you still want to play it.

Now be safe out there.

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