

---

Subject: Renegade is dying: Do this to save it.

Posted by [Neo](#) on Thu, 11 Dec 2003 23:26:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I realize that it would take more than ten people. As for the cash, it's easier to get than you think. Granted, the first game would have to be coded and made with some kind of contract stating that people would get paid with a certain percentage of the profits from the sales. (gotta start somewhere)

First, come up with an idea

Second, start the coding process (and yes, whoever did this would prolly have to use someone elses engine)

Third, go to a bank, and get a small Buissness loan.

You would start off selling the game for a very small profit, in hopes of selling more of the game at a lower profit. (kinda like what Wal-Mart does with all of it's stuff) If you ask the same price as what Halo or some other game sells for, you don't sell as many copies.

All you need is a start, think about how many people buy computer games everyday.

---