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Subject: Breaking News Regarding RenAlert!

Posted by [Aircraftkiller](#) on Tue, 08 Mar 2005 05:17:04 GMT

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We're not finished, that's the problem. We're simply moving engines and continuing our work elsewhere. I gave up on Renegade before I gave up on developing RA, and even now I continue to work on it because I want to recreate Red Alert the proper way, as a C&C game should be.

There is absolutely nothing at all that says you have to finish working on one game to move on to another one. That's poor logic. Would you want someone to continue development for something just because you want it, completely ignoring that that the game hasn't got enough players to justify development? That's a pretty self-centered view. We don't owe you anything, because we never promised you anything. That's one other reason why we can freely move without guilt of conscience, we haven't promised anything and have no plans to promise anything. Someone like you can pin it on us later.

Even if Rebran: The Ultimate Bran Cereal is still trying, they're still failing. It's irrelevant to bring up Reborn as a comparison here.

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