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Subject: Re: Command & Crysis: The Dead Six  
Posted by [vloktboky](#) on Sat, 21 Jul 2007 19:41:04 GMT  
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C&C FarCry is an active prototype mod developed on CryENGINE1 to test core technology and gameplay features for use in C&C: The Dead 6, which is set to be developed on top of CryENGINE2. This has been the plan for well over a year now. Progress has been slow because, well, there was nothing to develop on yet until just recently.

C&C FarCry is now undergoing final approval. You can see the update tag on it here:  
<http://renevo.com/forums/thread/1219.aspx>

I hope and pray that EA is considering developing another C&C FPS title. If they develop it on CryENGINE2 as well, they will have made an excellent choice. But if they do not go through with the plan, then C&C: The Dead 6 will satisfy that promise as has been stated in the past. In fact, I can tell you that the design is moving closer to finalization and development has already started. Just today I have completed the core foundation for our footprint in the CE2 game DLL source, and we're embarking on our base management system based on our feedback and experience of its prototype in C&C: FarCry.

I'll put a personal word out now: modders around, if you are serious about developing your own mod on the CryENGINE2 platform, I suggest that you consider teaming up with us. We're more than happy to assist any other teams who need help in their technology. The Dead6 Core will allow you to develop your own mod with C&C Mode rules on CryENGINE2 and it will be open and available to any teams who require it (once the public SDK is made available). And since I'm the technical lead on the project, I'll personally guarantee you'll have something to work with. Contact information for this will be posted in the near future.

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