
Subject: Re: C&C Tiberium - FPS Game

Posted by [OWA](#) on Sun, 16 Dec 2007 19:07:50 GMT

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

IronWarrior wrote on Sun, 16 December 2007 18:39EA Apoc wrote on Sun, 16 December 2007 12:32I can't say I am surprised at the "tenuous" response here by many, its exactly the same response we received when we announced Command & Conquer 3, and I think in the end we proved a lot of people wrong and put a lot of happy C&C smiles on your faces (save for a few tiberium trees and a couple canon issues here and there)...

The overall C&C community (Renegade included of course) is extremely passionate and tough to please, i've been your Community Manager for nearly 3 years now, believe me, I know as well as anyone what makes you guys tick, and what makes you guys happy. Yes, this will be my first time truly engaging with the Renegade community which in my opinion is the most remarkable gaming community period, simply for surviving all these years on nearly modding alone.

Naturally, we have an uphill battle once again. The proof will come in time, in naturally the same way it did for C&C 3.

More to come soon. Have faith, I think we've learned our lessons over the years. Not sure why we have to keep proving over and over again without a little trust, but I know what lies ahead and I am very excited at what is to come for you guys.

Thanks,
APOC

Let me be the first to welcome you to our forums Apoc, I'd hope you be posting here more often and take a bigger part in our community here.

Renegade is still very strong and as you are our Community Manager, it be fitting if you could take a bigger part in our world and many have time to answer some of our questions that concern us.

We promise to be gentle.

I think IronWarrior just about summed it up. If you have any questions for us we'll be happy to answer them

Welcome to the community
