EA Apoc wrote on Sun, 16 December 2007 13:32I 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

Yes and your work is not something that'll go unrewarded, the community likes receiving attention from EA, and we are glad that you're willing to hear us out at times.

I think what the people here simply want is something fast, fluid, and fun; sort of like an arcade-styled game like what Renegade was. Even if you look at some of the more popular mods (Red Alert: APB, RA2: Apoc Rising, C&C Reborn, Renegade 2007) we're all shooting for the same type of quick C&C gameplay.

It is apparent that the community's skeptical about what to expect here, considering a lot of us have been playing C&C Renegade for years now. We as a community are just looking for a new Renegade-type game to move onto next.