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Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 17 Dec 2007 01:48:30 GMT

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Yes Apoc, and I and probably most of the others here are willing to read what you have to say about this new C&C game.

Thing is, it's been 6 years since the Renegade demo had been released, and a lot of us (I included) have been playing C&C Renegade since then. And after 6 years, we're still here; because we see something in this game that other games don't have. I'm confident you'll be able to hear our ideas and try to implement them. If you remember the letter my team had sent you a few months ago, we had outlined the pros and cons of Renegade.

I think the main concern of the community is here, what Canadacdn had wrote:

Quote:

I'm afraid that EA is going to try and make this game into Halo, or Rainbow 6 or Battlefield. They should stick with the formula that made Renegade awesome, or try to implement WW's old ideas for Renegade that were cut.

Again, thanks for looking into this.

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