
Subject: Re: Dead 6 - Renevo Announcement
Posted by [KIRBY-098](#) on Mon, 23 Jun 2008 16:55:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

For all the noise of "farcry this" and "crysis that", we were simply this:

A mod designed to explain the backstory of the Dead 6 you know from Renegade, while bringing Renegade to an engine that was more dynamic and robust.

Plans were for us to have a fully functioning MP and SP experience. At the time of cancellation we had most code for MP implemented, and the SP story was a composite work between Myself, Cyper and Dante which was approved for use by EA against the IP rights.
