
Subject: Re: A New Future for Command & Conquer
Posted by [YazooGang](#) on Thu, 31 Oct 2013 20:39:43 GMT
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liquidv2 wrote on Thu, 31 October 2013 11:13now they're wondering what they can do next
they essentially killed off the Tiberium storyline
they can't make Red Alert 4 (though they might try to)
they could always backtrack and make Generals 2 like they'd planned

or -gasp- Renegade 2

Renegade 2 sounds like a great idea. Since they used the frostbite engine, which we know is being used for one of the popular fps games today, I believe the project can be a success to some extent. Well, at least more successful than Generals 2...
