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Subject: i would just like to confirm...

Posted by [MonkeyPhonic](#) on Fri, 03 Oct 2003 13:42:50 GMT

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It's important to differentiate between a publisher and a developer. EA is both, and not every game with the EA logo on it is both developed and published by EA. Personally I feel that EA the Publisher is annoying because it follows a very safe business model, it makes safe, franchise and mass appeal games. A niche in which Renegade does not fit. Sadly Westwood as a developer had the 'It'll be done when it's done' attitude. Which is not a very reliable attitude for a publisher like EA. Sadly in Westwood's case they took a bit too long. Renegade was in development for a hell of a long time. Too long, and the dev cost becomes just too much to recoup. I've been a huge fan of the CnC series since they first came out, but there was just no way they were going to be competitive. Anyone who followed the CnC series knows the frustration of waiting for the next instalment to come out. The Generals just shouldn't be a CnC title. It's got nothing to do with the story, it's just trying to mooch off the brand name.

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