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Subject: My experiences at the C&C3 Community Summit

Posted by [Crimson](#) on Thu, 14 Dec 2006 22:10:59 GMT

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My flight to LA was completely uneventful. When I arrived, I took an uneventful taxi ride to the hotel, where I uneventfully checked in and got up to my room on the 9th floor of the hotel. We were instructed to call Predator on his cell phone when we arrived, but he wasn't answering.

I didn't know who to even look for, so I had to sit in the hotel, chatting on IRC, until finally HeXetic from PlanetCNC managed to find my room number and called. I went downstairs and hung out with some other community members, including Renardin, for an hour or so until dinner.

We took like 6 or 7 taxis to a Mexican restaurant for dinner, where I sat with Predator, HeXetic, some German guy I don't know, and DonCarlo from Strike Team/XWIS joined us a little late.

She was also my roommate. I hadn't gotten much sleep the night before, so when we got back to the hotel, I took a shower and went to sleep. Besides, we had to get up and meet in the lobby at 8:30am. (ugh)

We took many taxis to EALA for our fun-filled first day! We were warned ahead of time that we wouldn't be back to the hotel until after midnight. Our first stop was the EATS cafeteria where we had breakfast burritos and pancakes, stressing the poor cooks out I'm sure.

Here's a rather blurry shot of Renardin picking up his burrito.

After breakfast, we gathered in a meeting room for several hours of informative presentations and demonstrations, most of which I can't tell you about for a few weeks. In this picture, you can see two CNC webmasters on the left. The rest of the standing members were various developers and managers on the team. You can also see the backs of our C&C3 Community Summit T-Shirts in GDI and Nod. The fronts just had the corresponding logo which I'm sure you'll see in another picture eventually.

Here's a shot of us eating sandwiches for lunch. From left to right, there's a guy from purepwnage.com, a guy from StrategyInformer, Banshee from PPM, and a guy from ModToaster. The half-visible bald guy on the far right is a guy who goes by the moniker of "Skull". He's a friend of Dragon Dronet from Renegade Effects (not a reference to C&C Renegade) who made most of the costumes and props you'll see in the game. In the pre-order video, Dragon specifically mentions "Skull".

When you enter the main entrance, there's a waiting area where you can play EA's games on several consoles.

This is a picture of the EA Experience store. Here, we got to buy PC games for \$10 and console games for \$20. I picked up a copy of TFD and Battlefield 2142 for Blazer for a grand total with tax of \$21.56.

The employees also have an amazing break room which incites much jealousy in all who behold it.

Thus ends part 1 of my adventure. The next installment will feature all the hotness that is our presentation by Dragon Dronet and all the cool movie props he brought with him and more.

### File Attachments

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1) [DSC00031.PNG](#), downloaded 4492 times



2) [DSC00032.PNG](#), downloaded 3959 times



3) [DSC00033.PNG](#), downloaded 3956 times



4) [DSC00034.PNG](#), downloaded 3803 times



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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [idebo](#) on Thu, 14 Dec 2006 22:13:40 GMT

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---

Nice, looked like fun.

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Viking](#) on Thu, 14 Dec 2006 22:38:54 GMT

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---

No source code?

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [f100d3d](#) on Thu, 14 Dec 2006 22:39:41 GMT

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Good pics, and looks like you had a great time. Now we wait for the most important part.....

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Crimson](#) on Thu, 14 Dec 2006 22:44:21 GMT

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My meeting will be over the phone tomorrow. Sorry to delay again.

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [DarkKnight](#) on Fri, 15 Dec 2006 00:27:57 GMT

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nice pics. if we had a breakroom at work wished it looked like that

---

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Banshee](#) on Fri, 15 Dec 2006 00:43:59 GMT

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Haha! Nice picture of me there .

Anyway, the burritos rocked! I didn't hear of them before... good stuff for breakfast, definitely.

I've also bought two games on EA store. People could buy a pack with Generals, Zero Hour, BfME 1 and other 2 games for 10 dollars + taxes. There was also a Wii being sold there, but I couldn't buy it because it was exclusive to the employees .

Anyway, it was a pleasure to meet you and everyone else there. The group was great and we had a lot of fun.

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Canadacdn](#) on Fri, 15 Dec 2006 01:27:58 GMT

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Cool. That must've been a fun trip. Is that store also accessible to the public, or is it only for employees and groups like you guys?

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [jonwil](#) on Fri, 15 Dec 2006 02:19:23 GMT

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---

At the last place I worked they had a pool table, a pingpong table, a soccer table and an XBOX with Halo.

---

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Goztow](#) on Fri, 15 Dec 2006 07:29:17 GMT

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---

Keep putting those pictures in there . \*waits patiently for the rest

---

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [drunkill](#) on Fri, 15 Dec 2006 07:46:03 GMT

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Give me free stuff

---

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Tesla7zap](#) on Fri, 15 Dec 2006 13:25:47 GMT

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---

Ahh man, I wish I could've been there but I live in Sweden so...

Hope you had a good time, can't wait to hear more from the summit.

And how cool isn't it to be named Dragon?

---

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Spoony](#) on Fri, 15 Dec 2006 13:45:34 GMT

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Tesla7zap wrote on Fri, 15 December 2006 07:25Ahh man, I wish I could've been there but I live in Sweden so...

Distance does not put EA off if they want you there.

---

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Herr](#) on Fri, 15 Dec 2006 14:40:58 GMT

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Very nice crimson

---

If I am correct several people who were there are from Europe too.

---

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Daemon](#) on Fri, 15 Dec 2006 15:10:01 GMT

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I hope you had a good time and I hope we can see the other photos of your trip soon!

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---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Renardin6](#) on Fri, 15 Dec 2006 16:27:30 GMT

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I was pleased to meet Crimson. She is a nice and very kind person.

---

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Crimson](#) on Fri, 15 Dec 2006 19:41:17 GMT

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Renardin6 wrote on Fri, 15 December 2006 09:27I was pleased to meet Crimson. She is a nice and very kind person.

Thanks, Renardin. I have to prepare for my phone meeting which is in about 3 hours, and I have a company Christmas party tonight, but I hope to get Part 2 up today. My images are high-res JPGs that I have to resize and convert to PNGs, which is a pain. Plus I have to make sure the images don't contain any of the things we dare not speak about.

If I hear about anyone having detailed coverage like I prepared, I'll pass the link along, but so far there has only been brief postings. Many of the webmasters will probably wait until after the "embargo" has passed to post full, detailed coverage.

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Goztow](#) on Fri, 15 Dec 2006 20:00:13 GMT

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<http://www.freeimagebrowser.com/resize/> -> batch resizer, great stuff!

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Blazer](#) on Fri, 15 Dec 2006 22:19:24 GMT

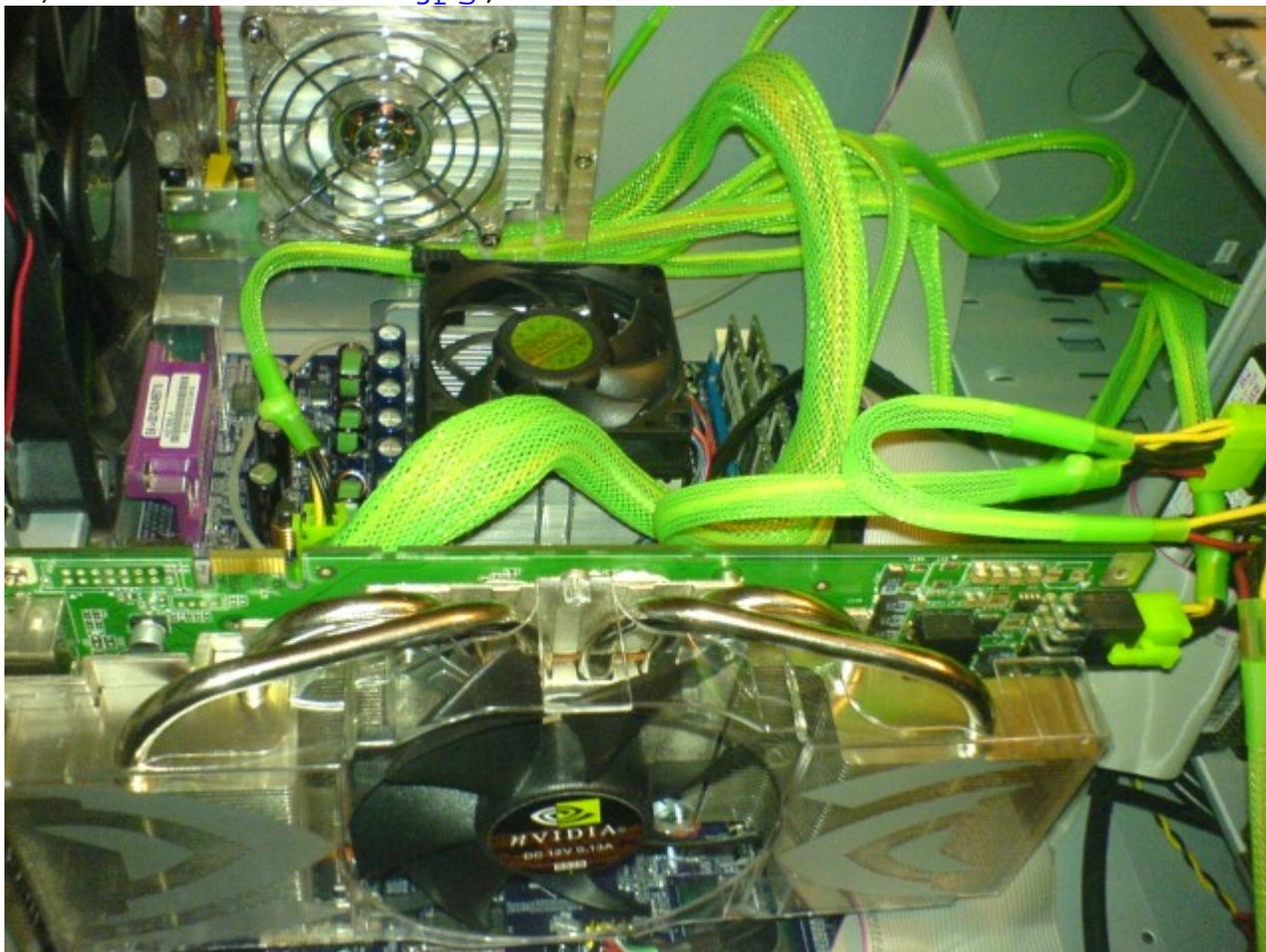
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Here's a picture of Crimsons new video card after I installed it for her. She is fortunate that her motherboard has a PCI-E slot as well as AGP (her old card was an AGP Ti4800SE). I also had to go out and buy her a new power supply, because the video card requires a dedicated 6pin power connection that her existing one didn't have. Not a bad deal at all for a \$300 512MB PCI-Express card - thanks EA!

### File Attachments

1) [DSC00171.sized.jpg](#), downloaded 2995 times



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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [EvilWhiteDragon](#) on Fri, 15 Dec 2006 22:36:31 GMT  
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as for an image converter you could use irfanview, it has a very neat batch rename and convert options.

So how was your phone meeting (yes I am a bit early with asking ) ?

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Crimson](#) on Fri, 15 Dec 2006 22:46:52 GMT  
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---

It's in 15 minutes. I'll let you know what and when I can. You know how secretive EA is.

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Crimson](#) on Sat, 16 Dec 2006 00:44:19 GMT  
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---

As I suspected, I can't tell you anything. Overall, it was positive, however.

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Aprime](#) on Sat, 16 Dec 2006 01:25:49 GMT  
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Just answer these two questions:

- Anything (non-specific) good for the community?
  - Will you be able to reveal the it/information/what you've got anytime soon?
- 

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [OWA](#) on Sat, 16 Dec 2006 01:27:37 GMT  
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---

I cant wait to hear it Crimson. Anything positive about the future of Renegade demands my full attention

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Crimson](#) on Sat, 16 Dec 2006 05:28:18 GMT  
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---

- 1) We will need the help and support of the entire community to make our wildest dreams come to fruition. Having the support of everyone in the community, including and especially those who have had beef with me or us in the past, will go a long way to making sure the BHS is able to continue to fulfill our #1 goal and mission statement: Keeping Renegade alive.
- 2) There IS hope. EA is willing to work with us within certain guidelines to get what we want. And as most of you know, BHS is used to making things work with what we're given.
- 3) Though there is a negative impression of XWIS in the community, you guys have to realize and

accept that they aren't going anywhere. I don't see how any solution would be able to promise 100% uptime.

On another note, since I have your attention, the BI guys were kind enough to migrate the BlackHand Studios' "Corporate" site to their CMS (Content Management System). Along with that, I had hoped to finish up the BHS/BI partnership and finally assemble the BHS-VPC, but I ended up spending more time wrapping up things from the Community Summit and preparing for my phone meeting. Maybe I'll find time this weekend, or maybe it will have to wait until after Christmas when I have another week off work. We'll see...

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---

**Subject: Re: My experiences at the C&C3 Community Summit**

Posted by [Canadacdn](#) on Sat, 16 Dec 2006 07:33:04 GMT

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---

Crimson wrote on Fri, 15 December 2006 23:281) We will need the help and support of the entire community to make our wildest dreams come to fruition.

Does this mean that there is going to be a large amount of money needed for something?

---

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**Subject: Re: My experiences at the C&C3 Community Summit**

Posted by [Goztow](#) on Sat, 16 Dec 2006 08:20:39 GMT

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---

Canadacdn wrote on Sat, 16 December 2006 08:33Crimson wrote on Fri, 15 December 2006 23:281) We will need the help and support of the entire community to make our wildest dreams come to fruition.

Does this mean that there is going to be a large amount of money needed for something?

It roly means that we need to stop internal fighting to all focus on the same cause.

---

---

**Subject: Re: My experiences at the C&C3 Community Summit**

Posted by [Crimson](#) on Sat, 16 Dec 2006 08:30:35 GMT

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Goztow wrote on Sat, 16 December 2006 01:20Canadacdn wrote on Sat, 16 December 2006 08:33Crimson wrote on Fri, 15 December 2006 23:281) We will need the help and support of the entire community to make our wildest dreams come to fruition.

Does this mean that there is going to be a large amount of money needed for something?

It roly means that we need to stop internal fighting to all focus on the same cause.

---

Good job.

---

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [icedog90](#) on Sat, 16 Dec 2006 08:33:34 GMT

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---

I'm willing to do anything for the service of Renegade.

---

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Zion](#) on Sat, 16 Dec 2006 13:45:54 GMT

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---

icedog90 wrote on Sat, 16 December 2006 08:33 I'm willing to do anything for the service of Renegade.

Me too (within reason).

---

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Tiesto](#) on Sat, 16 Dec 2006 17:53:34 GMT

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Anything to get Rg out ASAP.

---

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Kamuix](#) on Sat, 16 Dec 2006 17:58:53 GMT

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---

icedog90 wrote on Sat, 16 December 2006 03:33 I'm willing to do anything for the service of Renegade.

Lmao when is the last time you actually played this game?

---

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [SargentSarg](#) on Sat, 16 Dec 2006 18:10:39 GMT

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---

I am beginning to wonder how he can support Renegade.

---

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [OWA](#) on Sat, 16 Dec 2006 18:16:15 GMT

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---

Peace, unity, brotherhood. These are things that we need to attain. I never knew the words of Kane would predict the future of the Renegade community. I am at disposal for any community related task. Without this community I wouldnt have started Apocalypse Rising. Thanks for staying here, and heres to many years of the community to come. \*raises glass\*

Lets just see if any of our three mods make it into the Moddb finals. Its going to be close.

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Crimson](#) on Sat, 16 Dec 2006 20:22:36 GMT

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---

Check out HeXetic from PlanetCNC.com's pictures from the Summit at:

[http://planetcnc.gamespy.com/screenshots/?category\\_select\\_id=subcat\\_39](http://planetcnc.gamespy.com/screenshots/?category_select_id=subcat_39)

Also, Cabal from CNCWorld posted his writeup here:

<http://www.cncworld.org/?page=features/cnc3summitoverview>

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Spoony](#) on Sun, 17 Dec 2006 00:01:00 GMT

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---

Crimson wrote on Fri, 15 December 2006 23:281) We will need the help and support of the entire community to make our wildest dreams come to fruition. Having the support of everyone in the community, including and especially those who have had beef with me or us in the past, will go a long way to making sure the BHS is able to continue to fulfill our #1 goal and mission statement: Keeping Renegade alive.

I was hoping EA would say this.

Crimson wrote on Fri, 15 December 2006 23:283) Though there is a negative impression of XWIS in the community, you guys have to realize and accept that they aren't going anywhere.

I was equally hoping this would be true as well.

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [JohnDoe](#) on Sun, 17 Dec 2006 17:44:47 GMT

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---

Who would've guessed 90% of this would be about food

---

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [iSm0k3r0x](#) on Sun, 17 Dec 2006 18:06:44 GMT  
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---

JohnDoe wrote on Sun, 17 December 2006 12:44Who would've guessed 90% of this would be about food  
LOL!

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [JohnDoe](#) on Sun, 17 Dec 2006 18:25:04 GMT  
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---

lol

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Aprime](#) on Sun, 17 Dec 2006 18:31:34 GMT  
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---

Know what's funnier? You came back.

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [JohnDoe](#) on Sun, 17 Dec 2006 19:04:39 GMT  
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---

y? + dont hack my pc, chick magnet LOL

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [bigjoe14](#) on Sun, 17 Dec 2006 19:14:55 GMT  
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---

HI MY NAME IS JOHN DOE AND I HAVE NOTHING BETTER TO DO THAN MAKE FUN OF PEOPLE OVER THE INTERNET I AM A FUCKING COMEDY GENIUS PLEASE SHOVEL HOT TAR INTO MY ANUS

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Canadacdn](#) on Sun, 17 Dec 2006 19:17:34 GMT  
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---

Please, don't ruin this topic with your bitching like you did the last one.

All of you.

---

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [JohnDoe](#) on Sun, 17 Dec 2006 19:20:04 GMT  
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---

bigejoe14 wrote on Sun, 17 December 2006 13:14HI MY NAME IS JOHN DOE AND I HAVE NOTHING BETTER TO DO THAN MAKE FUN OF PEOPLE OVER THE INTERNET I AM A FUCKING COMEDY GENIUS PLEASE SHOVEL HOT TAR INTO MY ANUS

lol

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [icedog90](#) on Sun, 17 Dec 2006 20:32:30 GMT  
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---

Stop.

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [OWA](#) on Sun, 17 Dec 2006 21:30:52 GMT  
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---

icedog90 wrote on Sun, 17 December 2006 20:32Stop.  
Read this ^^ Take note.

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Dave Mason](#) on Sun, 17 Dec 2006 21:48:05 GMT  
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---

Ironically, I shall also further derail the topic by asking you all to stop arguing.

Stop arguing.

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Crimson](#) on Sun, 17 Dec 2006 21:59:17 GMT  
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---

About food? LOL! Not really... it was just the easiest downtime to take pictures at. Plus, pretty much everything we did that didn't involve food involved a "no cameras" rule or "no cameras and don't talk about it until the embargo is over" rule.

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Dover](#) on Mon, 18 Dec 2006 00:05:16 GMT  
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Looks amazing.

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Crimson](#) on Mon, 18 Dec 2006 06:47:11 GMT  
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---

I know I still owe you part 2 of my story, but JohnWE of CNCFiles made a very nice writeup to hold you over. He specifically marked the places where he was unable to report on what we did.

[http://commandandconquer.filefront.com/info/cnc3\\_summit1](http://commandandconquer.filefront.com/info/cnc3_summit1)

This writeup is the most detailed one I've seen so far!

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Goztow](#) on Mon, 18 Dec 2006 07:52:39 GMT  
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Those guys helped on Xena!!!! Memories... She's T3H warrior princess! 1337n355...

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [trooprm02](#) on Mon, 18 Dec 2006 15:02:08 GMT  
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---

wow, took me 1 full hour to go thro everything  
also, i noticed ren had all the cool people, crimson & renardin FTW

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Renardin6](#) on Wed, 20 Dec 2006 00:14:24 GMT  
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Louis Castle watched Reborn and APB and he liked the stuff. The whole C&C crew of EA watched Renegade Mods and saw it's still alive.

---

### File Attachments

1) [omg.jpg](#), downloaded 1442 times

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Naamloos](#) on Wed, 20 Dec 2006 01:46:27 GMT  
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Crimson wrote on Sat, 16 December 2006 06:283) Though there is a negative impression of XWIS in the community, you guys have to realize and accept that they aren't going anywhere.

It would help a lot when they decide to drop the "Invalid Serial" bullshit, which has made it impossible for a lot of people to play the game without using direct connect, even though we DID pay for our serials like anyone else did.

But anyway, I hope this will turn into something good.

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [icedog90](#) on Wed, 20 Dec 2006 09:06:12 GMT  
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hmm...

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Jonty](#) on Wed, 20 Dec 2006 09:38:14 GMT  
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---

The last few seconds are especially interesting.  
Although, I got the impression the actors were, well, over-acting a bit.

---

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Goztow](#) on Wed, 20 Dec 2006 09:42:19 GMT  
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---

It's one of the video's from the pre-order disc. EA asked specifically to take them off all public websites.

---

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Jonty](#) on Wed, 20 Dec 2006 09:57:47 GMT  
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---

Goztow wrote on Wed, 20 December 2006 09:42It's one of the video's from the pre-order disc.  
Can I get this disc anywhere?  
Goztow wrote on Wed, 20 December 2006 09:42EA asked specifically to take them off all public websites.  
Well, I'd better save it quickly then.

---

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Goztow](#) on Wed, 20 Dec 2006 10:13:42 GMT  
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Jonty wrote on Wed, 20 December 2006 10:57Goztow wrote on Wed, 20 December 2006 09:42It's one of the video's from the pre-order disc.  
Can I get this disc anywhere?  
Goztow wrote on Wed, 20 December 2006 09:42EA asked specifically to take them off all public websites.  
Well, I'd better save it quickly then.

You can get the disc when you pre-order at some websites / stores. More info is available on the C&C3 forums sticky (currently down, it seems):

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [icedog90](#) on Wed, 20 Dec 2006 21:47:36 GMT

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---

They do seem to be over-acting, but weren't all of the C&C cutscenes like that? Well, not ALL, but at least the ones in Tiberian Sun and Red Alert 2.

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [cmatt42](#) on Thu, 21 Dec 2006 01:11:08 GMT

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Has EA mentioned anything about the Hall of Fame competition?

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Jecht](#) on Thu, 21 Dec 2006 16:51:47 GMT

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Those scenes weren't too bad. EA just may do it right this time.

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [luv2pb](#) on Thu, 21 Dec 2006 18:25:19 GMT

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MaidenTy1 wrote on Sat, 16 December 2006 19:01Crimson wrote on Fri, 15 December 2006 23:281) We will need the help and support of the entire community to make our wildest dreams come to fruition. Having the support of everyone in the community, including and especially those who have had beef with me or us in the past, will go a long way to making sure the BHS is able to continue to fulfill our #1 goal and mission statement: Keeping Renegade alive.

I was hoping EA would say this.

Why? So you could be the one that stands in the way?

The potential here is HUGE but I fear there are to many little boys with to much internet time on their hands for anything positive to come of things. I hope that my fears are unjustified.

---

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [icedog90](#) on Thu, 21 Dec 2006 20:57:20 GMT

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<http://derelictstudios.net/>

Well, it looks like the "faction that they won't call the Scrin" builds bases just like GDI and Nod and will somehow be balanced with the rest of the factions. That's retarded, if that is true, because they seem to have highly advanced technology, and if they were the ones who planted the Tiberium, it wouldn't make any sense.

---

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Canadacdn](#) on Thu, 21 Dec 2006 21:03:12 GMT  
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I liked the trailer, but Kane seemed more...fanatical, and less....god-like.

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [icedog90](#) on Thu, 21 Dec 2006 21:19:25 GMT  
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Indeed.

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [JeepRubi](#) on Thu, 21 Dec 2006 21:29:39 GMT  
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They better not have those glowing team colour markers on all the stuff in the single player like they did in generals, the units look so much better without them.

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Crimson](#) on Fri, 22 Dec 2006 06:08:04 GMT  
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icedog90 wrote on Thu, 21 December 2006 13:57<http://derelictstudios.net/>

Well, it looks like the "faction that they won't call the Scrin" builds bases just like GDI and Nod and will somehow be balanced with the rest of the factions. That's retarded, if that is true, because they seem to have highly advanced technology, and if they were the ones who planted the Tiberium, it wouldn't make any sense.

The visitors come to Earth for the Tiberium, they didn't plant it.

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Subject: Re: My experiences at the C&C3 Community Summit

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Posted by [icedog90](#) on Fri, 22 Dec 2006 07:15:09 GMT

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So they're NOT the Scrin...?

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Spoony](#) on Fri, 22 Dec 2006 07:27:10 GMT

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Whoever said that there is only one alien race?

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [icedog90](#) on Fri, 22 Dec 2006 08:42:05 GMT

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Nobody? I was just going by a guess many other people made.

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Herr](#) on Fri, 22 Dec 2006 10:34:13 GMT

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@Renardin: Lmao!

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Halo38](#) on Sat, 23 Dec 2006 20:35:01 GMT

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I was wondering did you show any of my ren maps in your presentation crimmy?

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Canadacdn](#) on Sat, 23 Dec 2006 23:55:29 GMT

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Or Roleplay 2? A lot of work went into that map.

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Crimson](#) on Sun, 24 Dec 2006 09:23:22 GMT

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I wasn't able to go into a lot of detail in my presentation. I only wish there were time to show off all the neat stuff this community has put together, but I barely got to mention anything.

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Jecht](#) on Sun, 24 Dec 2006 12:29:06 GMT  
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I've done a 7 minute speech before, it goes by VERY quickly.

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [icedog90](#) on Sun, 24 Dec 2006 21:50:03 GMT  
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I've done about 5 I think. It certainly does.

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Spoony](#) on Sun, 24 Dec 2006 23:13:38 GMT  
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luv2pb wrote on Thu, 21 December 2006 12:25MaidenTy1 wrote on Sat, 16 December 2006 19:01Crimson wrote on Fri, 15 December 2006 23:281) We will need the help and support of the entire community to make our wildest dreams come to fruition. Having the support of everyone in the community, including and especially those who have had beef with me or us in the past, will go a long way to making sure the BHS is able to continue to fulfill our #1 goal and mission statement: Keeping Renegade alive.

I was hoping EA would say this.

Why? So you could be the one that stands in the way?

The potential here is HUGE but I fear there are too many little boys with too much internet time on their hands for anything positive to come of things. I hope that my fears are unjustified.

I am unclear what you mean.

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Carrierll](#) on Tue, 26 Dec 2006 10:21:32 GMT  
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I think he's saying that the number of people who enjoy ruining things in this community is more than those who don't.

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Canadacdn](#) on Tue, 26 Dec 2006 18:46:50 GMT  
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So, like, did EA actually give anything to the Renegade community, or what?

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Tiesto](#) on Tue, 26 Dec 2006 19:44:52 GMT  
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luv2pb wrote on Thu, 21 December 2006 19:25MaidenTy1 wrote on Sat, 16 December 2006 19:01Crimson wrote on Fri, 15 December 2006 23:281) We will need the help and support of the entire community to make our wildest dreams come to fruition. Having the support of everyone in the community, including and especially those who have had beef with me or us in the past, will go a long way to making sure the BHS is able to continue to fulfill our #1 goal and mission statement: Keeping Renegade alive.

I was hoping EA would say this.

Why? So you could be the one that stands in the way?

The potential here is HUGE but I fear there are too many little boys with too much internet time on their hands for anything positive to come of things. I hope that my fears are unjustified.

They are unjustified. Spoonys done alot for this community on the clan side of things.

---

Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [MexPirate](#) on Tue, 26 Dec 2006 21:41:50 GMT  
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luv2pb wrote on Thu, 21 December 2006 19:25MaidenTy1 wrote on Sat, 16 December 2006 19:01Crimson wrote on Fri, 15 December 2006 23:281) We will need the help and support of the entire community to make our wildest dreams come to fruition. Having the support of everyone in the community, including and especially those who have had beef with me or us in the past, will go a long way to making sure the BHS is able to continue to fulfill our #1 goal and mission statement: Keeping Renegade alive.

I was hoping EA would say this.

Why? So you could be the one that stands in the way?

The potential here is HUGE but I fear there are too many little boys with too much internet time on their hands for anything positive to come of things. I hope that my fears are unjustified.

Maybe the fact that BHS/Crimson do not represent this community fully and it would be better for the community to work together as a whole rather than continue the endless rene drama that it seems to be most of the time.

Good job sticking to the mission statement though, lol.

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Crimson](#) on Tue, 26 Dec 2006 22:16:19 GMT

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I don't see how this was in any way unclear. EA does not want to be involved in our Rene-drama, period.

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Spoony](#) on Wed, 27 Dec 2006 08:10:01 GMT

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It is the meaning of luv2pb's statement which is unclear to me, not EA's and not yours.

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Canadacdn](#) on Wed, 27 Dec 2006 08:25:37 GMT

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Okay, so basically, nothing happened for Renegade then?

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Crimson](#) on Wed, 27 Dec 2006 08:41:23 GMT

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No, stuff did happen... it's just more like now I know what needs to be done in order to get where we want to go. Unfortunately I'm not allowed to just tell everyone what that is because EA just looooves to be secretive. I can partly understand why it has to be that way, though.

---

Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Aprime](#) on Wed, 27 Dec 2006 09:33:48 GMT

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Embargo = hype = most likely going to be disappointing.

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Subject: Re: My experiences at the C&C3 Community Summit

Posted by [Crimson](#) on Wed, 27 Dec 2006 09:51:27 GMT

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Nah, the embargo is just an opportunity for certain magazines to get their exclusivity rights.

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Subject: Re: My experiences at the C&C3 Community Summit  
Posted by [Aprime](#) on Wed, 27 Dec 2006 17:59:11 GMT  
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I meant the pseudo embargo for the Renegade stuff.

Meh.

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