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Subject: scumbag testers

Posted by [iRANian](#) on Sun, 03 Mar 2013 00:03:27 GMT

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Quote:Renegade 2 was actually playable and was showing great progress. I think it had great potential, but for one unfortunate event. Every so often, corporate executives would fly down to Westwood to examine the games we were working on. They would give directives on changes to the game and even decide if a game should be cancelled or not. On one such visit the executives played multiplayer game of Renegade 2 as one team and our game testers were playing the other team. Our testers thought it would be real funny to insta-kill the executives at every opportunity. The result was quite unpleasant for the execs and shortly thereafter the project was cancelled. <sigh> There is a good lesson to be learned here.

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Subject: Re: scumbag testers

Posted by [Omar007](#) on Sun, 03 Mar 2013 02:26:56 GMT

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lolwut 0o

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Subject: Re: scumbag testers

Posted by [Xpert](#) on Sun, 03 Mar 2013 04:50:27 GMT

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LOL WTF, really? Was this from one of the testers?

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Subject: Re: scumbag testers

Posted by [Aircraftkiller](#) on Sun, 03 Mar 2013 07:08:11 GMT

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It's from Joe Bostic, one of the C&C guys

<http://bestofama.com/user/JoeBostic/ama/19epje/i-am-joe-bostic-22-year-game-developer-11-years-at-westwood-studios-9-years-at-petroglyph-designer-and-co-founder-of-petroglyph-ama>

Search for Iran's post in that thread

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Subject: Re: scumbag testers

Posted by [Good-One-Driver](#) on Sun, 03 Mar 2013 07:54:12 GMT

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Quote:Actually Renegade 2 was all about incorporating Red Alert into the game. It was quite fun.

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You could fly a zepellin around and drop bombs on the battlefield, for example. If EA hadn't cancelled Renegade 2, you would have been able to play a Red Alert as an FPS.

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Subject: Re: scumbag testers

Posted by [Major-Payne](#) on Sun, 03 Mar 2013 10:00:09 GMT

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WTF

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Subject: Re: scumbag testers

Posted by [iRANian](#) on Sun, 03 Mar 2013 11:53:17 GMT

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Aircraftkiller wrote on Sun, 03 March 2013 00:08It's from Joe Bostic, one of the C&C guys

<http://bestofama.com/user/JoeBostic/ama/19epje/i-am-joe-bostic-22-year-game-developer-11-years-at-westwood-studios-9-years-at-petroglyph-designer-and-co-founder-of-petroglyph-ama>

Search for Iran's post in that thread

wasn't my post actually, he didn't really answer any of the questions I asked

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Subject: Re: scumbag testers

Posted by [-TLS-DJ-EYE-K](#) on Sun, 03 Mar 2013 14:04:32 GMT

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Good-One-Driver wrote on Sun, 03 March 2013 08:54Quote:Actually Renegade 2 was all about incorporating Red Alert into the game. It was quite fun. You could fly a zepellin around and drop bombs on the battlefield, for example. If EA hadn't cancelled Renegade 2, you would have been able to play a Red Alert as an FPS.

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Subject: Re: scumbag testers

Posted by [danpaul88](#) on Mon, 04 Mar 2013 12:17:07 GMT

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You can anyway thanks to the modding community...

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Subject: Re: scumbag testers

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Posted by [FlaminGunz](#) on Wed, 06 Mar 2013 11:05:38 GMT

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were they playing at n00bparty?

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Subject: Re: scumbag testers

Posted by [Sean](#) on Thu, 07 Mar 2013 09:47:32 GMT

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Thankyou for linking this, it was a very interesting read.

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