
Subject: Don't want your work imported? Just say so here
Posted by [Anonymous](#) on Wed, 05 Feb 2003 10:50:00 GMT
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Regardless of where the production/development takes place, EA still have the problem of the perception of any potential sequel. Renegade didn't sell well. Any sequel will (obviously) be associated with it, so people's perception of the original will put them off buying it - even if it actually was five times better. Harsh reality again. Personally, I'd love to see a Renegade sequel. I believe Westwood dropped the ball on a few things (no co-op, other planned game modes missing, mod support handled incorrectly, etc)
