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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 10:15:00 GMT  
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Based on what exactly? Publishers sanction the development of a game based on projected sales. Renegade did not sell well. From EA's perspective, there is no reason to believe that a sequel will sell any better, based on the sales of Renegade. Why do you think the work on the RA2-themed Renegade sequel was canned? If Generals sells well (it should do), and Tiberian Twilight does (it also should), then they may consider another foray into a C&C-themed FPS. Just the harsh realities of game development. No sales, no sequel.

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