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Subject: ya em,,  
Posted by [Dante](#) on Tue, 17 Aug 2004 17:26:47 GMT  
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AircraftkillerBuying something's rights isn't a necessary step of making a game...

Actually, if your game is based on anothers sole property and copywrite, you will have to purchase rights to it in order to make it "your game".

All crap aside, its a Total Conversion for Renegade, and much like MiniRA, EA isn't going to knock on your door demanding \$9 for every person who downloaded (actually saw Renegade for \$4 now).

If you don't sell RenAlert, you can call it whatever the hell you want to, to be honest, but the second you slap a price tag on it, you will have to buy licensing rights to C&C as well as the Renegade w3d engine use & propogation of its release. As well as slap some pretty legal documentation that EA would require you to have in a readme.txt or eula.txt.

But, when dealing with EA, if it doesn't affect one of there "top of the month" games, they don't give a rats ass, and as long as you don't take profits away from them for future game ideas and releases, enjoy piddling.

When I helped out over there, I probably had my head shoved too far up the legal ass of EA getting everything that we modified approved and ok'd before I did anything, or thought about doing anything, but hell, using warez'd rtpatch, hacking game.exe, removing copyright notices, might as well call it yours eh?

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