
Subject: Re: If anyone wants a Renegade 2....

Posted by [Renx](#) on Sun, 11 Mar 2007 06:44:15 GMT

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They do have CryEngine2, and if they don't now they will soon. Rather, EA will have it, I don't know about EALA specifically having it in house. But if they do - like I said, what else would a studio that mainly focuses on only two RTS franchises do with one of the most advanced FPS orientated engines available? In all likelihood it'll either be a BFME or C&C FPS.

Read this to understand why EA will have access to CE2:

<http://pc.ign.com/articles/771/771292p1.html>
