

---

Subject: Re: Renegade 2

Posted by [Jerad2142](#) on Sun, 30 Sep 2007 22:20:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

JasonKnight wrote on Sun, 30 September 2007 09:56Well EA did do some justice on CNC3, they stayed with the flow of the story, answered some old questions, created some new ones and started a new twist.

Ya they made plenty of new questions, like what happened to all the mutants that came from tiberium. And in firestorm the tib vegetation was quickly increasing, and then in CNC3 it has all turned into dead sand and holes in the ground. GDI was moving to walking vehicles and then all a sudden, "lets de-advance and go back to crappy treads" And 1000x more.

And don't even get me started on Nod's infantry going Iraqi.

---