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Subject: Re: What made of Renegade a good game for us?

Posted by [PlastoJoe](#) on Tue, 18 Dec 2007 22:48:08 GMT

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C&C Mode = yes

engine upgrade = yes

I'd be in favor of either live-action cutscenes or the motion-capture ones used in Renegade.

Also, I personally MUST see Nod somewhere in the game. A Tiberium universe game absolutely must include Nod.

And a reference or two to Renegade (major or minor) in the course of the storyline or as an easter egg would be great.

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