
Subject: Re: Now that Tiberium is canceled...

Posted by [EA-DamageEverything](#) on Mon, 06 Oct 2008 00:41:53 GMT

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I voted for

Yeah! Of course! I'd love to see C&C mode brought back, and a connection between the RA and Tiberian universes!

of course.

IMHO, it wasn't the problem they canceled Renegade 2 in the olden days. It was and is the problem they never managed to release it at all!

I want a Renegade 2 with some new ways in gameplay=

All three sides do start with a MCV. The players will spawn around it and the first to enter will drive it. If he leaves, it will get stuck and begin to operate. Meanwhile, the Inf around has to defend it against the enemy because they can kill it.

No, you don't have to buy stuff with a sidebar, if you're thinking "oh no, he wants to play RA converted to Ren": The WF, PP, Barr etc will spawn on certain places (within specific time limits) a chosen player is standing on at this moment. On the MCV, there will be buttons players can poke for activating the ref, strip etc. They have to be protected by team mates until the building is up.

The freedom of choice where to place the buildings would be a fresh idea alongside the MCV thing. Mappers won't have to worry about structure anymore.

If you have enough money, you are able to build a base defense which can stand at a maximum of 100 meters from the outer base area.

Based on a modern engine with new weapons, new vehicles and with the C&C-Mode, this concept COULD be an idea.
