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Subject: Re: Renegade 2

Posted by [Altzan](#) on Tue, 12 May 2009 17:54:54 GMT

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Wiki 1

Quote:Command & Conquer: Renegade 2 (Canceled)

See also: Tiberium (video game)

Command & Conquer: Renegade 2 was to be another first-person shooter game using an updated version of the "Westwood 3D" engine. Renegade 2 had two build versions. The first version of Renegade 2, was drafted as a connection to Command & Conquer from Red Alert 2. However, this was scrapped in favour of a Red Alert 2 based FPS that took place in the post Yuri's Revenge world. The storyline was about a rogue Soviet commander attacking America to avenge the honour of Premier Romanov (The commander was a Romanov). Most units designed were based on Red Alert 2 styles, however the Allied Light Tank, and Soviet Hind Gunship made a return.

Wiki 2

Quote:Tiberium is a canceled tactical first-person shooter video game title set in the Command & Conquer universe, that was in development by EA Los Angeles (EALA).[3][4] Tiberium was initially revealed when shots of the January 2008 issue of Game Informer were leaked,[5] but was officially announced by EA just a day after. Prior to the announcement, the game had been in production for two years.

In the first previews of the game by GameSpot and IGN, it was confirmed Tiberium uses a game engine based on Unreal Engine 3.[6][7]

On January 18, 2008, a trailer of Tiberium was released on GameTrailers with a message of more to come on January 25. It would have been, to date, the only C&C game not to include "Command & Conquer" in its title.

Tiberium was cancelled on September 30, 2008 due to the game's failure to meet "quality standards set by the development team and the EA Games label".[2]

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