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Subject: EA interviews Renegade X

Posted by [NE]Fobby[GEN] on Wed, 12 Aug 2009 00:30:19 GMT

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On commandandconquer.com, EALA's "2POC" conducted an interview with Renegade X Founder, [NE]Fobby[GEN]. The interview contains a wealth of information concerning Renegade X and the team behind it.

Quote:2POC: What has been the most fun part of creating this mod?

Fobby: That's probably the toughest question I've had to answer. Picking favorites is always hard. But, I would have to say that the most entertaining part of the mod's development would have to be spending time with the team. After more than two years of development, we've grown into sort of family. We communicate through the forums, MSN, and Teamspeak on a daily basis, and I have a blast when working with the team, as we are constantly making jokes and having a good time, whether we are testing the mod, playing a good ol' Command & Conquer game, or simply relaxing and exchanging words and ideas. I wouldn't exchange this mod team for anything. Well, maybe a few billion bucks. But that's it, I promise.

Check out the full interview here!

<http://portal.commandandconquer.com/portal/site/tiberium/article/detail?contentId=d01fd25b29a03210VgnVCM1000006017780aRCRD>

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