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Subject: Re: EA interviews Renegade X

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 12 Aug 2009 23:09:27 GMT

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I wouldn't say this is the reason why Westwood was pulled. Since Renegade, Westwood also had released Earth & Beyond, and began working on Tiberian Twilight, Continuum, and C&C Renegade 2.

And partially the reason why C&C Renegade didn't do as well as it could have is because EA was busy advertising MOH:AA, which was set to come out just a week or so after C&C Renegade. Heck, there's even a MOH demo in Renegade. They also pulled WOL after a few years and had only released a few patches just a few weeks/months after release. I just genuinely believe that EA did not care much for Renegade and were more interested in doing their own projects with the new license.

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