
Subject: Re: Will TT be out, before playercount drops down to nearly zero
Posted by [EvilWhiteDragon](#) on Mon, 18 Jan 2010 08:10:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Sat, 16 January 2010 09:39Jerad Gray wrote on Fri, 15 January 2010
19:53Chronojam wrote on Wed, 09 December 2009 02:53

So I hear those guys over at A Path Beyond are simultaneously working on two new releases, Maybe BHP will break into two teams that compete with each other with the goal of making the best Red Alert mod for the RENEGADE engine. Then we might actually start to see stuff that looks like something we haven't been looking at for the last 3 years.

It is something we haven't been looking at for the last 3 years. That is, something that can be called a finished product, as opposed to the endless precession of shoddy betas and "AWESOME!!!" previews and teasers.

Dover has a point.
