
Subject: The (original) origin of the game's name
Posted by [PiMuRho](#) on Wed, 18 Feb 2004 07:30:31 GMT

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bigejoe14Quote:Why didnt they make these? I want to see capture the mobius!
Because EA let the current person who was working on the game go and then replaced him with another person (Dan Cermak(SP?)) who then re-did Renegade.[/quote]

Um, no.

Because the primary focus of Renegade was the single-player campaign. Multiplayer was put in almost at the last minute, which is why it didn't have anywhere near as much time spent on it, and why those other game modes were never implemented.
