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Subject: Re: EA takeover

Posted by [GEORGE ZIMMER](#) on Tue, 22 Apr 2008 23:59:13 GMT

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I think the 5% might have been minor concepts they made for Tiberian Twilight that EA might have used for references for both Generals and C&C3.

Also, the reason why Renegade is buggy, is because EA rushed the deadline. I don't think they actually worked on it, they just simply rushed it. Had it not been rushed, we'd have seen more game modes, more maps, more features (Parachutes, various interesting powerups such as the mobius shield, etc), better aircraft, and so on.

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