
Subject: Tanya was going to be in CnC Renegade?
Posted by [reborn](#) on Wed, 29 Sep 2010 13:41:14 GMT
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I've never heard this rumour before, but happened by chance to read this (a quote relating to Joy Ride studios in Jan 2003, the same people that made the rest of the renegade action figures):

Quote:

This summer, GamePro and JoyRide Studios will release their exclusive line of action figures and vehicles that are based on top-selling video games for the PlayStation(R) 2 computer entertainment system, Xbox(TM) video game system from Microsoft, Nintendo GameCube(TM), Game Boy(R) Advance and PC platforms. The products will hit specialty and mass-market retail stores across the country and internationally and will be priced from \$9.99 for vehicles to \$12.99 for action figures. GamePro and JoyRide Studios will deliver brand-new products for this line every two months based on Top Tier Triple A game titles. The line-up of toys include highly sought-after video game characters and vehicles from Electronic Arts and Sega games. Vehicles and characters from Electronic Arts include Sinder and Violet from Cel Damage(TM), Eddie and Elise from SSX Tricky, Tanya from Command & Conquer Renegade(TM), Stealth Tanks, and Orca ship, as well as characters and vehicles from Sega including Sonic The Hedgehog and Shadow from Sonic Adventure 2(TM), Crazy Taxi(TM), Akira and Lau from Virtua Fighter 4, and AiAi and MeeMee from Super Monkey Ball(TM).

Sourced from here.

After a bit more digging I found a picture of the Tanya action figure which was at the Joy Ride 2003 expo:

So it did exist!

Does anyone have any information the matter? Was it simply a mistake? Did any of these get sold? Was Renegade going to include a Red Alert cross-over story line? What does it all mean?

It's obviously the Tanya, look at the trade mark pistols...

File Attachments

1) [tanya.jpg](#), downloaded 2065 times



Subject: Re: Tanya was going to be in CnC Renegade?

Posted by [zunnie](#) on Wed, 29 Sep 2010 14:14:17 GMT

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Interesting..

Subject: Re: Tanya was going to be in CnC Renegade?

Posted by [CarrierII](#) on Wed, 29 Sep 2010 14:20:59 GMT

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Anyone found anything in always.dat relating to this? You never know...

Subject: Re: Tanya was going to be in CnC Renegade?

Posted by [Starbuzzz](#) on Wed, 29 Sep 2010 14:32:49 GMT

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They never produced the Tanya action figure. That was the single prototype. Only the Havoc made the cut.

I always assumed that Renegade was supposed to have some RA influence especially for Renegade 2 and that it was probably changed or rejected later on.

Havoc is a GDI agent. And Tanya is Allied (from the USA), so I find it easy to believe different storylines and single player campaign variations featuring Tanya and Havoc would have been possible.

It may also be possible that WW were flirting with the idea of which game universe they wanted to convert to an FPS; RA or Tiberian. And so they could have the C&C commando or Tanya from RA as the main playable character.

I guess they choose Tib universe and invented Sakura Obata to make the story interesting.

Subject: Re: Tanya was going to be in CnC Renegade?

Posted by [R315r4z0r](#) on Wed, 29 Sep 2010 16:12:28 GMT

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Starbuzzz wrote on Wed, 29 September 2010 10:32It may also be possible that WW were flirting with the idea of which game universe they wanted to convert to an FPS; RA or Tiberian. And so they could have the C&C commando or Tanya from RA as the main playable character.

I guess they choose Tib universe and invented Sakura Obata to make the story interesting. But this article is from 2003. Well after the game was released to the public.

I can understand internal concept ideas if this thing was displayed in 2000 or 2001, but 2003? That's a bit late, no?

Subject: Re: Tanya was going to be in CnC Renegade?

Posted by [Gen_Blacky](#) on Wed, 29 Sep 2010 18:12:06 GMT

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"Article date: June 27, 2002"

This article was 3 - 4 months after the renegade was released so idk wth they are talking about. Plus westweood would not ruin the cnc genres buy switching characters from different games. But ea should would.

Subject: Re: Tanya was going to be in CnC Renegade?

Posted by [Starbuzzz](#) on Wed, 29 Sep 2010 19:30:50 GMT

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F*** YES I SOLVED THE MYSTERY!

I guess we should have utilized Occam's Razor earlier! lmao

The Tanya figure was meant for Red Alert 2! Westwood was producing the Tanya figure for RA2/YR fans. Sadly, they cancelled it.

The prototype picture of Tanya here is mounted wrongly on a base that says "C&C Renegade." It was a mistake. They put the wrong game name on the base:

This is the correct fixed picture below; this picture was found on the package of the Havoc action figure that I had. This is a picture I took earlier (notice the RA2 logo on the base):

So there ya go! You can very clearly see that it has the base labeled correctly and that it shows the famous Red Alert 2 logo:

So the case is closed and I learned something! Tanya was never meant to be in Renegade. As Gen Black says, Westwood would never f*** up their game like that.

File Attachments

1) [RA2_Logo.png](#), downloaded 1219 times



2) [RA2_TanyaFigure.png](#), downloaded 1454 times



3) [TanyaBaseMistake.png](#), downloaded 1408 times



Subject: Re: Tanya was going to be in CnC Renegade?
Posted by [Starbuzzz](#) on Wed, 29 Sep 2010 19:32:48 GMT

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LOL I LOVE BEING A CYBER DETECTIVE LOLOLOL

Subject: Re: Tanya was going to be in CnC Renegade?
Posted by [Tupolev TU-95 Bear](#) on Wed, 29 Sep 2010 19:46:51 GMT

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Was it that Westwood cancelled the Tanya because of production costs?

Also to you Starbuzz something tells me you worked for Joyriders Studio.

Subject: Re: Tanya was going to be in CnC Renegade?
Posted by [R315r4z0r](#) on Wed, 29 Sep 2010 19:56:32 GMT

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Mi-28 Havoc wrote on Wed, 29 September 2010 15:46Was it that Westwood cancelled the Tanya because of production costs?

Also to you Starbuzz something tells me you worked for Joyriders Studio.
It was probably because of EA.

Subject: Re: Tanya was going to be in CnC Renegade?
Posted by [reborn](#) on Wed, 29 Sep 2010 20:15:45 GMT

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Welldone Starbuzz!

Was interesting to ponder, if only for a little while.

Subject: Re: Tanya was going to be in CnC Renegade?
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 30 Sep 2010 16:59:05 GMT

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Good work Starbuzz

I was going to say, if Tanya were planned for Renegade, I'd expect there to be some dialogue stuff in the always.dat. There's thousands of unused sounds in the folder, that seem to have been recorded a while in advance. If Tanya were in the draft scripts, I think they would have prepared for her.

Subject: Re: Tanya was going to be in CnC Renegade?

Posted by [Spyder](#) on Thu, 30 Sep 2010 21:49:10 GMT

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[NEFobby[GEN] wrote on Thu, 30 September 2010 18:59]Good work Starbuzz

I was going to say, if Tanya were planned for Renegade, I'd expect there to be some dialogue stuff in the always.dat. There's thousands of unused sounds in the folder, that seem to have been recorded a while in advance. If Tanya were in the draft scripts, I think they would have prepared for her.

Would've been cool if someone actually found some evidence, but now that you say this. Why don't we just clean up the unused sounds and make the always.dat a little smaller

Subject: Re: Tanya was going to be in CnC Renegade?

Posted by [Altzan](#) on Fri, 01 Oct 2010 03:40:03 GMT

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It would be interesting to see a model replacement that puts Tanya in place of Sakura.

Subject: Re: Tanya was going to be in CnC Renegade?

Posted by [cmatt42](#) on Fri, 01 Oct 2010 22:22:42 GMT

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What a stupid pose.

Subject: Re: Tanya was going to be in CnC Renegade?

Posted by [R315r4z0r](#) on Fri, 01 Oct 2010 22:35:35 GMT

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cmatt42 wrote on Fri, 01 October 2010 18:22What a stupid pose.

Now that you mention it... it doesn't really make much sense, does it?
