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Subject: Re: C&C Reborn is released!

Posted by [rm5248](#) on Wed, 21 Dec 2005 21:26:19 GMT

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Y'know, this forum would be a whole lot nicer if ACK didn't insist on being so immature...

EDIT: After thinking for a few minutes...

Quote:EA's copyright goes for everything C&C related--the units, the concept, the storyline, the name, everything. If you create a C&C-related modification for any game, you're using EA's copyrighted concept and storyline as a basis for your modification.

Remember StarCraft 2: Xel'Naga Vengeance? Blizzard shut them down for copyright infringements. Why? Because they were creating their own mod based on Blizzard's intellectual property on a competing game's engine.

I'm slightly confused here... Creating a Red Alert mod for Renegade is fine, but doing it for BF2 is not, because then you would be in violation of EA's copyright?

So if I made a mod for Renegade based off of Mario Kart 64, I would be in a violation of copyright?

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