
Subject: Re: C&C Tiberium - FPS Game

Posted by [Titan1x77](#) on Wed, 19 Dec 2007 02:43:58 GMT

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Starbuzz wrote on Tue, 18 December 2007 18:59

The name change maybe a sign that EA has had enough with Westwood fans. The words "Command & Conquer" rightfully belongs to Westwood and will always be associated with WW. So to break the cycle and become the head of the C&C universe, they have renamed it. In a few years, EA will be known as the company behind the "Tiberium universe."

Also, this would mean endless sequels/expansions for this new Tiberium FPS and maybe more RTS titles to follow.

This will create a new generation of fans that are more loyal to EA then the current older crop of "C&C" fans.

Also, by not making C&C Mode, EA is well-positioned to finally rid and cut off any ties with the "cancerous and ungrateful" Renegade community.

Great insight on what this may come out to be, and you could be spot on with the information that has been released to us, although it's still an assumption.

You made a great point and there was no need to add in anything about this community, every community has it's village idiots, and we should all look past them when a concern such as this is in front of us... Would be nice to lock out all of them from even posting in a thread with as much importance as it holds.

Yet, in the end this thread doesn't mean much to me anymore, and Im happy to hear about this quickly and make the death short and sweet, no need to drag on about another C&C mode type game anymore, we all now know.

Apoc, Thanks for clearing things up so quickly. If you are to return to this post and reply....

Alot of people in the community were worried about the making of a renegade on another game outside of EA, and seem to think we will get our pants sued off for the making of Renegade2007, in the past you had posted that "EA fully supports mod teams", and you gave us the thumbs up, as of now it would be nice to ease some of the people thoughts for another C&C mode in the near future. We'd be happy to revisit this once we have something playable we can send you, would be nice to assure these fans of an "old game" that they can revisit that same level of fun again, even if EA isn't producing it.