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Subject: Re: New Tiberium avatars a big clue to Arrow  
Posted by [R315r4z0r](#) on Sat, 14 Jun 2008 18:27:43 GMT  
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KIRBY-098 wrote on Fri, 13 June 2008 17:25: It was the working title of the followup to Tiberian Sun before Westwood studios closed. Then EA decided in their ignorance to upend everything and "redefine" c&c. We see how well that worked out...

Less and less people know this old school stuff. Sad really

KIRBY-098 wrote on Fri, 13 June 2008 17:25: Less and less people know this old school stuff. Sad really

Funny you say that because it isn't true. Tiberian Twilight was NOT a working Title for the 3rd game. Never was. What it was, was a tentative title that the C&C community came up with. The actual working title for Westwood's C&C3 was called Command & Conquer: Incursion. (Or so we can tell from a few sources such as released concept art.)

And as a matter of fact, most people don't even realize they do this but they are all saying "OMG C&C3 IS SUX CAUSE EA MADE <Insert gameplay mechanic, art decision, unit design> LIKE THAT WHEN WW WOOD OF MADE IT LIKE THAT <insert idea>"

That statement is totally wrong. EA used Westwood's concept art to plan out Tiberium Wars. The Nod Power Plant you see in C&C3 was actually a concept that Westwood created. And did you know that it was Westwood's idea to cut the Mammoth MKII? Yes, as a matter of fact EA's Mammoth Tank in C&C3 is basically a rounded form of Westwood's C&C3 Mammoth Tank! (Or so I can tell from this early tech demo screen shot of the UI:

<http://www.cnc-source.com/forums/index.php?autocom=gallery&req=si&img=60> 14)

My point is, people should not complain about stuff in C&C3 and blame EA when they don't know where the idea had roots in. This is why I keep on saying that people don't really hate EA, they just say they do because they think they are cool.

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