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Subject: Re: Now that Tiberium is canceled...

Posted by [Jerad2142](#) on Thu, 09 Oct 2008 16:16:58 GMT

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C&C3's linking to firestorm pissed me off, all the advanced technologies fell out of the game to make for shorter on-line games and less actual base building experience, which is what the original C&C games focused around.

Also, this makes for 2 C&C games that EA have canceled and 1 C&C game that had progress on its patches/fixes discontinued. So that makes 3 C&C FPSs that EA have shot down before they were 100% complete.

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