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Subject: Re: What happened?

Posted by [GEORGE ZIMMER](#) on Fri, 24 Oct 2008 05:28:06 GMT

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C&C is far from dying. I'd go so far to say it's up there with other classic games (Sonic, Mario, Doom, etc) to miraculously survive. Sure, they have new games here and there, but even the older games still get attention.

It's pretty impressive.

And rp2 is a mod. It has multiple maps now (Deathmatch, etc), and the amount of new content is damn near mod worthy. It WAS at a time meant to be transferred to total conversion status, but as far as I know, Blazea58 didn't want to because of the fact that he wanted it to be a bit more simple to just download and play. Which is understandable, because total conversions can be a bit confusing at times. Plus, it separates it more from the original game's community.

That aside, I know for a fact there's still other mods in the works right now. BFD, SCUD Storm, and some others are just a few.

For Aftermath and Covert Ops, no shit they don't get as much attention. Do people always refer to Firestorm way more than Tiberian Sun? No, because Firestorm is an expansion, lol. They're just expansion packs, not entirely new games. So when people reference RA1 and C&C95 (AKA, TD), they usually mean their expansions included. Some exceptions obviously (Storyline stuff), but otherwise, yeah.

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