
Subject: Re: A New Future for Command & Conquer
Posted by [jonwil](#) on Thu, 31 Oct 2013 03:28:51 GMT

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The real problem at EA right now is the edict from the top brass at EA that all games shipped MUST be primarily multiplayer/always-online and MUST include some form of post-release monetization/DLC/micro-transactions.

It KILLED SimCity and it would have killed this new C&C title too if it hadn't been axed.
