
Subject: Re: A New Future for Command & Conquer
Posted by [Starbuzz](#) on Thu, 31 Oct 2013 12:23:01 GMT
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jonwil wrote on Wed, 30 October 2013 23:28The 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.

this must be it...I had always wondered under what technical mandate were EA's top execs working from when it came to their games.
