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Subject: Re: A New Future for Command & Conquer  
Posted by [liquidv2](#) on Thu, 31 Oct 2013 18:13:35 GMT  
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now they're wondering what they can do next  
they essentially killed off the Tiberium storyline  
they can't make Red Alert 4 (though they might try to)  
they could always backtrack and make Generals 2 like they'd planned

or -gasp- Renegade 2

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