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Subject: Re: A New Future for Command & Conquer  
Posted by [Aprime](#) on Fri, 01 Nov 2013 16:50:38 GMT  
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It's amazing how the C&C franchise is the only one (in EA afaik) that sees its projected releases get canned allegedly due to the opinion that they suck.

And aside from this one, you can't even blame it on the added risk of the F2P model with regards to the other titles.

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