
Subject: Re: A New Future for Command & Conquer
Posted by [bmruze](#) on Sat, 02 Nov 2013 17:27:30 GMT

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I think the biggest problem I have with EA is their profits exceed \$400 million quarterly and yet they have problems creating games that will attract good attention. They rely on ad-based, FTP and mobile games to bring in their money.

Granted the PC gaming market is dwindling but the sales from PC games from other vendors can prove that there is money to be made in PC games. A FPS, like Renegade 2, could easily be PC/Console based.

I'm not naive enough to believe that EA would actually create Renegade 2, Generals 2, continue the Tiberium story, or make a good continuation of Red Alert. I believe the true future of these games lies in EA handing over the rights to these titles to an Indy/3rd party developer to re-create the experience. EA doesn't know how to handle what the community actually wants where-as the passion of a great game comes from those who enjoyed the history of the games.
