
Subject: Re: A New Future for Command & Conquer
Posted by [Lazy5686](#) on Mon, 04 Nov 2013 13:43:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Wed, 30 October 2013 20:28The 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.

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

Well there goes all of my hopes for Star Wars Battlefront 3.
