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Subject: Re: A New Future for Command & Conquer  
Posted by [bmruze](#) on Tue, 05 Nov 2013 23:47:31 GMT

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Aprime wrote on Mon, 04 November 2013 16:09bmruze wrote on Sat, 02 November 2013 13:27I 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.

The PC gaming market isn't dwindling at all, it's growing.

The PC hardware market is.

I didn't do my research before making that comment. You are correct, the PC gaming marking is much higher than the tablet/mobile markets.

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