
Subject: A new hope?

Posted by [Dave Mason](#) on Tue, 20 Sep 2005 16:35:11 GMT

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www.petroden.com Here's an official press release issued today concerning Petroglyph:

SAN FRANCISCO & LONDON--(BUSINESS WIRE)--Sept. 12, 2005

SEGA of America, Inc. and SEGA, Europe Ltd. today announced a partnership with developer Petroglyph to create an original Real-Time Strategy (RTS) franchise for the PC. Most Petroglyph team members are former employees of Westwood Studios, where they worked on the company's titles including Blade Runner(TM), Eye of the Beholder(TM), Dune 2(TM) and the blockbuster EA franchise Command & Conquer(TM). The Las Vegas-based development team are presently completing the much-anticipated Star Wars®: Empire at War(TM).

Under the terms of the worldwide deal, Petroglyph will collaborate on creating a Modern Military / Sci-Fi themed RTS franchise exclusively for SEGA. SEGA will manage all marketing and distribution activities and work hand in hand with Petroglyph to supervise ongoing game development. Both companies will announce product and release details at a later date.

"SEGA is moving aggressively toward a leadership position in the RTS category and the team at Petroglyph is behind some of the finest games in the genre," said Simon Jeffery, President and COO, SEGA of America. "We continue to rebuild SEGA as a leading publisher by collaborating with only the very best developers in North America and Europe."

"Coincidentally, this deal marks the ten year anniversary of the blockbuster RTS series which most of the Petroglyph team worked on during our time at Westwood Studios," said Michael Legg, President of Petroglyph. "We are extremely excited about our partnership with SEGA, as it will enable us to advance the RTS genre while creating fun and exciting experiences for gamers worldwide."

Read the full press release [HERE](#).

Subject: Re: A new hope?

Posted by [Lijitsu](#) on Tue, 20 Sep 2005 17:06:33 GMT

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The one bad thing about this, is that it won't be a C&C game. Other than that, YAY!

Subject: Re: A new hope?

Posted by [Dr. Lithius](#) on Tue, 20 Sep 2005 17:14:35 GMT

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Oh, you never know. . . It may very well be Command & Conquer without "being" Command & Conquer. Like Dune 2000.

Subject: Re: A new hope?

Posted by [Lijitsu](#) on Tue, 20 Sep 2005 17:19:49 GMT

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No, I mean that Nod & GDI won't be there. It won't be as much like C&C without them.

Subject: Re: A new hope?

Posted by [Dave Mason](#) on Tue, 20 Sep 2005 19:43:03 GMT

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Would you rather play a "Command an Conquer" *cough* "game" by EA, or an RTS game by Petroglyph.

Subject: Re: A new hope?

Posted by [Lijitsu](#) on Tue, 20 Sep 2005 19:47:31 GMT

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Who was talking about Generals, I was talking about Nod vs GDI games. Generals is a fun game, but it really lacks the C&C style game play. Most of the games that EA makes that are 'recreations' of old games don't do the old games justice. I would rather play the game made by Petroglyph, but I wish that it would have GDI vs Nod, because of the fact that some Westwood employees are working there. Of course this is an incorrect wish, because some Westwood employees went to Blizzard Entertainment, and I don't think they should stray from Diablo, Starcraft and Warcraft. They do fine with those three games. Speaking of which, did you know they are planning on making Diablo 3?

Subject: Re: A new hope?

Posted by [Dr. Lithius](#) on Tue, 20 Sep 2005 21:39:50 GMT

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I've said it before and I'll say it again. "Generals is basically what you'd get if you put army units in the Warcraft III engine."

Subject: Re: A new hope?

Posted by [Doitle](#) on Tue, 20 Sep 2005 21:50:28 GMT

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:/

I have a sordid past with Sega. They aren't nice people either. We may see very similar things to under the reign of EA. They killed one of my favorite games ever with almost no provocation. There was a huge community and everything. If any of you remember 10 Six, Sega killed it...

Subject: Re: A new hope?

Posted by [Aprime](#) on Tue, 20 Sep 2005 23:59:43 GMT

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Yeah, but Sega's poor.

Subject: Re: A new hope?

Posted by [Dr. Lithius](#) on Wed, 21 Sep 2005 00:51:35 GMT

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I think Sonic Heroes pretty much proved Sega can't program decently controls for high-velocity locomotion.(Not to mention the Sonic Adventure duo.) The story is rather crappy, too. On the bright side, at least Jun Senoue knows how to make some kick-ass music. Oh, and the graphics are alright.

I just had to say that. Every game in Sonic Timeline II(as I call it) hurt my soul as a Sonic the Hedgehog fan. Except Sonic Battle, but that's entirely irrelevant.

Subject: Re: A new hope?

Posted by [Kanezor](#) on Wed, 21 Sep 2005 08:35:57 GMT

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Joseph Collins wrote on Tue, 20 September 2005 17:51 I think Sonic Heroes pretty much proved Sega can't program decently controls for high-velocity locomotion.If you didn't read the press release, then Sega will not be doing the coding. Petroglyph will.

Subject: Re: A new hope?

Posted by [Oblivion165](#) on Wed, 21 Sep 2005 15:15:27 GMT

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Sonic Adventure for dreamcast is the shit. It was well ahead of its time.

Subject: Re: A new hope?

Posted by [Dr. Lithius](#) on Wed, 21 Sep 2005 16:54:10 GMT

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Kanezor wrote on Wed, 21 September 2005 01:35 Joseph Collins wrote on Tue, 20 September 2005 17:51 I think Sonic Heroes pretty much proved Sega can't program decently controls for high-velocity locomotion.If you didn't read the press release, then Sega will not be doing the coding. Petroglyph will.I know. I was just adding to the off-topicness. Besides. . . This isn't a

"high-velocity" game. This is going to be a real-time strategy game hopefully along the lines of Dune 2000 or maybe Command & Conquer: Red Alert 2. With any luck, it won't turn out like "another WarCraft rip-off" or "another Generals".(And really, considering it's not being done by Ea Pacific, it shouldn't.)

(. . .+5 points for both Kanezor and I for being able to wrap the off-topic posts back into being on-topic. *cough*)

Subject: Re: A new hope?

Posted by [Dave Mason](#) on Wed, 21 Sep 2005 17:46:32 GMT

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Thank you.
