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Subject: Command & Conquer Community Update - Frank Klapecki, Biggest Fan submissions, and more

Posted by [Crimson](#) on Sat, 12 Nov 2005 19:15:43 GMT

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Apoc from EAHey everyone,

I want to send out a cool C&C newsletter comprised of some of the biggest stories as of this week, so please read on for the headlines, and make sure you don't miss a single word!

These are brief, but very informative.

**FRANK KLAPECKI WILL BE CREDITED FOR C&C MUSIC ON VARIOUS MUSIC SITES**

I wanted to follow-up with the community on the question of Frank Klapecki's credit for his work as composer on past C&C games. I'm happy to tell you that Frank will be credited on various music sites. I'll keep you posted with further information as it becomes available. We appreciate that you have been so supportive of Frank and look forward to your continued support of the franchise.

**C&C BIGGEST FAN SUBMISSION DEADLINE EXTENDED TO NOV 21ST!!!**

We have received some awesome submissions for the C&C The First Decade Bonus DVD that definitely showcase the C&C biggest fans in a passionate way. We want to see even more, so we have extended the deadline for submissions to November 21st. Make sure you represent!

Remember, this is your chance to become a part of C&C history. Your video can be as short as 30 seconds or as long as 30 minutes. It can be a flash animation. It can be an awesome photo or artistic image you created. It can be serious or playful. The choice is up to you. We're simply looking for imagery that represents why you think you are the biggest C&C fan. There is a very good chance you could find yourself on our bonus DVD for the Command & Conquer Decade compilation.

I look forward to hearing from all of you! Thanks again and have a great C&C weekend.

APOC  
Community Manager & Marketing Liaison  
Electronic Arts LA

"Every day is community day"

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Subject: Re: Command & Conquer Community Update - Frank Klapecki, Biggest Fan submissions, and more

Posted by [cmatt42](#) on Sat, 12 Nov 2005 19:26:05 GMT

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Awesome, Frank really deserved it.

And the extension; even more awesome. I'll probably gather a few friends and participate.

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Subject: Re: Command & Conquer Community Update - Frank Klapecki, Biggest Fan submissions, and more

Posted by [Dave Mason](#) on Sun, 13 Nov 2005 00:46:15 GMT

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Looks like EA didn't get many submissions.

And "Every day is a community day"? Good one EA \*points and laughs\*.

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Subject: Re: Command & Conquer Community Update - Frank Klapecki, Biggest Fan submissions, and more

Posted by [light](#) on Sun, 13 Nov 2005 05:26:51 GMT

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Call me cynical but I read:

We stuffed up and fixed our mistake with the music.

Not enough people interested in competition, help!

One one hand, I appreciate that EA appears to be making an effort.

One the other, I view it as too little, too late, and keep thinking EA wouldn't be anywhere there isn't revenue to be made.

Am I a cynic?

(Edit: Typos (thanks pirkel123)/formatting)

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Subject: Re: Command & Conquer Community Update - Frank Klapecki, Biggest Fan submissions, and more

Posted by [pirkel123](#) on Sun, 13 Nov 2005 07:33:12 GMT

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I don't know if you are a cynic, however you may be a cynic.

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Subject: Re: Command & Conquer Community Update - Frank Klapecki, Biggest Fan submissions, and more

Posted by [icedog90](#) on Sun, 13 Nov 2005 08:10:30 GMT

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Just give them a chance, it shows they are trying.

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Subject: Re: Command & Conquer Community Update - Frank Klapecki, Biggest Fan submissions, and more

Posted by [Chronojam](#) on Sun, 13 Nov 2005 09:35:33 GMT

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I vote they didn't get enough submissions, or of high enough quality =/

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Subject: Re: Command & Conquer Community Update - Frank Klapecki, Biggest Fan submissions, and more

Posted by [Kanezor](#) on Sun, 13 Nov 2005 12:06:07 GMT

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Chronojam wrote on Sun, 13 November 2005 03:35 I vote they didn't get enough submissions, or of high enough quality =/ I vote that those documents you have to sign suck, especially the one where you sign away the rights to make money for your movie it's picked. EA wants to make money wherever they can, even if it strips away the rights to someone's home-made movie.

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Subject: Re: Command & Conquer Community Update - Frank Klapecki, Biggest Fan submissions, and more

Posted by [Goztow](#) on Sun, 13 Nov 2005 14:07:47 GMT

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They ARE a profit-searching company... So that seems logical. They just don't want you to be able to go to court and say "hey, EA stole my video: I never gave the mpermission! I want 1 % of all revenues of the first decade - sales".

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Subject: Re: Command & Conquer Community Update - Frank Klapecki, Biggest Fan submissions, and more

Posted by [Kanezor](#) on Sun, 13 Nov 2005 17:30:26 GMT

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There would be no reason to go to court for that if they would give you 1% of the sales of whatever your movie gets sold as, instead of stripping you of all rights to that movie. I didn't even see so much as "hey, just for your movie getting picked, we'll send you (and maybe your friends) some free gift". Just a simple (sadly, standard) "your movie isn't yours anymore".

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