
Subject: Louis Castle Interview
Posted by [AmunRa](#) on Thu, 02 Mar 2006 00:31:24 GMT
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Heres the latest Louis Castle interview, only a few days old, is pretty kewl and brings about good news!

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Subject: Re: Louis Castle Interview
Posted by [Scythar](#) on Thu, 02 Mar 2006 00:58:01 GMT
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Hey, thanks for the link, that was awesome.

Hmm, Hall of Fame?

Subject: Re: Louis Castle Interview
Posted by [Aircraftkiller](#) on Thu, 02 Mar 2006 02:03:43 GMT
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Where's a transcript? I don't want to listen to an interview that I'd rather read.

Subject: Re: Louis Castle Interview
Posted by [AmunRa](#) on Thu, 02 Mar 2006 02:20:09 GMT
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This was the only thing I found

Subject: Re: Louis Castle Interview
Posted by [Jecht](#) on Thu, 02 Mar 2006 02:31:17 GMT
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Aircraftkiller wrote on Wed, 01 March 2006 20:03: Where's a transcript? I don't want to listen to an interview that I'd rather read.

I agree, I listened to about two minutes of it and was so annoyed at the pace of it I closed it.

Subject: Re: Louis Castle Interview
Posted by [JeepRubi](#) on Thu, 02 Mar 2006 02:32:00 GMT

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Didn't even utter the word "Renegade"

Subject: Re: Louis Castle Interview
Posted by [AmunRa](#) on Thu, 02 Mar 2006 02:41:14 GMT

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gotta listen to the whole thing to get the gist of it

Subject: Re: Louis Castle Interview
Posted by [Renardin6](#) on Thu, 02 Mar 2006 12:57:51 GMT

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To sum up:

- Next project after BFMEII seems to be a command&conquer game.
- Louis Castle didn't tell which theme it was BUT he said that the tiberium universe was his favorite.

You can find a full transcript on PlanetCnC I think.

Subject: Re: Louis Castle Interview
Posted by [genetix](#) on Thu, 02 Mar 2006 19:13:37 GMT

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Renardin6 wrote on Thu, 02 March 2006 06:57

- Louis Castle didn't tell which theme it was BUT he said that the tiberium universe was his favorite.

To add onto that. He basically broke down his to favourite games to Tiberian Sun and Red Alert. Later he stated that Tiberian sun is his altime favourite and red alert was close behind.

I personally would love to see another tiberian sun like game. I was never to crazy about Red Alert. I like a more realistic approach and I think the original C&C and tiberian sun grab that genre well.

Subject: Re: Louis Castle Interview
Posted by [Aircraftkiller](#) on Thu, 02 Mar 2006 19:37:45 GMT

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Because we all know realism is defined by walking tanks, green crystals growing everywhere that leech minerals from the Earth and transform living things into mutants, alien invaders that leave identifiable wreckage, and a huge cult of anti-western zealots.

Subject: Re: Louis Castle Interview
Posted by [Goztow](#) on Thu, 02 Mar 2006 20:04:08 GMT
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Sorry but Red Alert is the top C&C-game . But that's off topic .

They're starting to build the suspens. It's all part of the marketing strategy and we love to go with it .

Subject: Re: Louis Castle Interview
Posted by [AmunRa](#) on Thu, 02 Mar 2006 20:53:02 GMT
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I guess all we can do is wait after the little "hint" he gave at the end and hope it won't be as nearly as crappy as generals was after westwood fell apart

Subject: Re: Louis Castle Interview
Posted by [Renardin6](#) on Thu, 02 Mar 2006 23:17:24 GMT
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I hope it's the ast chapter of this story:

red alert -> TD -> TS -> the new cnc

Subject: Re: Louis Castle Interview
Posted by [JeepRubi](#) on Fri, 03 Mar 2006 00:08:10 GMT
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There will never be a "last chapter". It'll be like a neverending story, or a major cliff hanger when EA decides there not making enough money anymore.

The game isn't meant to be pleasing, it's ment to make money, it's pleasing so it will make money.

Subject: Re: Louis Castle Interview
Posted by [AmunRa](#) on Sun, 12 Mar 2006 08:12:57 GMT
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bump

Subject: Re: Louis Castle Interview
Posted by [JeepRubi](#) on Sun, 12 Mar 2006 16:18:35 GMT
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If your going to bump it, have a reason to bump it, or at least add to the conversation instead of saying *bump*

Subject: Re: Louis Castle Interview
Posted by [Aircraftkiller](#) on Sun, 12 Mar 2006 18:12:32 GMT
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You certainly added to this conversation with that meaningless drivel. Not that I'm innocent there, but pointing out your contradiction was necessary so that you would SHUT THE FUCK UP.

Subject: Re: Louis Castle Interview
Posted by [Spice](#) on Sun, 12 Mar 2006 21:24:04 GMT
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