
Subject: what is going to be the next C&C game?
Posted by [loser99](#) on Wed, 08 Oct 2003 01:20:05 GMT
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Assuming its not some completely new series.

OH AND HOW MUCH YOU WANNA BET IF ITS TIBERIAN TWILIGHT THEY DO THE CUTSCENES IN-GAME, BECAUSE EA SUCKS (my balls)

Subject: what is going to be the next C&C game?
Posted by [spreegem](#) on Wed, 08 Oct 2003 01:21:39 GMT
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I'm not sure if there will be another C&C

Subject: what is going to be the next C&C game?
Posted by [cowmisfit](#) on Wed, 08 Oct 2003 10:49:15 GMT
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Me neither but if there is it will be tib sun two i hope

Subject: what is going to be the next C&C game?
Posted by [Gernader8](#) on Wed, 08 Oct 2003 11:11:00 GMT
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Tiberian Twilight, not Tiberian Sun 2 f00l

Subject: what is going to be the next C&C game?
Posted by [loser99](#) on Wed, 08 Oct 2003 14:34:13 GMT
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they will make another C&C. Alot of people recognize the name, and Generals is selling well.

Subject: what is going to be the next C&C game?
Posted by [abakshi](#) on Wed, 08 Oct 2003 22:15:34 GMT
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If EA makes another C&C title, it'll probably just be some pathetic evolution of Generals

Subject: what is going to be the next C&C game?
Posted by [TheGunrun](#) on Thu, 09 Oct 2003 00:45:01 GMT
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I would like to see EA put the command and conquer basid chess game, a expansion for the sims, a halloween coustume, a role playing game, and a toothbrush. It would be realy funny. Hey think of renegade, didnt it seem unorthudox? and it was too made by EA. maybe i got sumthing here.

Subject: what is going to be the next C&C game?
Posted by [Sir Phoenixx](#) on Thu, 09 Oct 2003 01:34:15 GMT
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Command and Conquer 3

aka

Tiberian Twilight

aka

The sequal to the sequal to Tiberian Dawn

not

Tiberian Sun 2

Subject: what is going to be the next C&C game?
Posted by [Wild1](#) on Thu, 09 Oct 2003 01:48:32 GMT
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It wouldn't be a true C&C, I'm afraid. The last true one was Tiberian Sun, because it was part of the Story Line. Red Alert 2, in my opinion was not part of the story, unless something drastic happens in RA3, and sets it up for Tiberian Dawn.

Subject: what is going to be the next C&C game?
Posted by [Hossinfefa](#) on Thu, 09 Oct 2003 03:45:31 GMT
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that would be neat if they made a RA3

Subject: what is going to be the next C&C game?
Posted by [cowmisfit](#) on Thu, 09 Oct 2003 10:47:35 GMT

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I just would like them to come out with tiberium sun exact same thing except with the graphics from generals i think that would be kinda cool.

cough MY 200 POST YIPPIE

Subject: what is going to be the next C&C game?
Posted by [Demolition man](#) on Thu, 09 Oct 2003 10:59:53 GMT
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There is a rumor going on that the next C&C will be C&C: tic tac toe. O_o

Subject: what is going to be the next C&C game?
Posted by [Imdgr8one](#) on Thu, 09 Oct 2003 11:50:47 GMT
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Demolition manThere is a rumor going on that the next C&C will be C&C: tic tac toe. O_o

C&C:Triple T Ownz j00.

Subject: what is going to be the next C&C game?
Posted by [Jaspah](#) on Fri, 10 Oct 2003 00:08:06 GMT
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Demolition manThere is a rumor going on that the next C&C will be C&C: tic tac toe. O_o

lol, With GDI Circles & Nod Xs?

Subject: what is going to be the next C&C game?
Posted by [z310](#) on Fri, 10 Oct 2003 01:17:55 GMT
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i hope they will come out with a new one but it wont be the same

cough my 280th post yippie

Subject: what is going to be the next C&C game?

Posted by [forsaken](#) on Fri, 10 Oct 2003 04:56:43 GMT

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does anyone have the address of that cool (fan made i think) TT site?

Subject: what is going to be the next C&C game?

Posted by [cowmisfit](#) on Fri, 10 Oct 2003 10:40:15 GMT

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z310i hope they will come out with a new one but it wont be the same

cough my 280th post yippie

LOL

Subject: what is going to be the next C&C game?

Posted by [General Havoc](#) on Fri, 10 Oct 2003 13:03:27 GMT

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SO thats why we have been seeing random posts from you.

Subject: what is going to be the next C&C game?

Posted by [loser99](#) on Fri, 10 Oct 2003 17:49:11 GMT

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<http://www.tiberiumsun.com>

they have some recently release sketch art from Tiberian Twilight

Subject: what is going to be the next C&C game?

Posted by [cowmisfit](#) on Fri, 10 Oct 2003 19:32:32 GMT

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General HavocSO thats why we have been seeing random posts from you.

??? random post my ass i post when i have something to say unlike some other people here and i dont reply to every topic

Subject: what is going to be the next C&C game?

Posted by [Cpo64](#) on Fri, 10 Oct 2003 19:40:55 GMT

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Thoes "TT" pics are scary...

(edit: 400th post)

Subject: what is going to be the next C&C game?

Posted by [General Havoc](#) on Fri, 10 Oct 2003 19:40:56 GMT

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Not you, Z130, I should have quoted the post.

Subject: what is going to be the next C&C game?

Posted by [prox](#) on Sat, 11 Oct 2003 00:29:05 GMT

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CnC: Harvester Racers.

Subject: what is going to be the next C&C game?

Posted by [Jaspah](#) on Sat, 11 Oct 2003 02:03:16 GMT

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xC4pRoXCnC: Harvester Racers.

I'm going to paint mine....Uhhh. Blue!

Subject: what is going to be the next C&C game?

Posted by [TheGunrun](#) on Sat, 11 Oct 2003 03:06:13 GMT

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Command and Conquer: Sims (The sims go Commando!)

Subject: what is going to be the next C&C game?

Posted by [Wild1](#) on Sat, 11 Oct 2003 04:04:33 GMT

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Here is a recent render of the new Titan Assault mech for Tiberina Twilight :Initiative. He is still working on getting a site.

Subject: what is going to be the next C&C game?
Posted by [Cpo64](#) on Sat, 11 Oct 2003 04:15:14 GMT
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I think I remeber seeing a site for the TT: I it not up anymore?

Subject: what is going to be the next C&C game?
Posted by [Wild1](#) on Sat, 11 Oct 2003 16:42:34 GMT
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He's making a brand new one.

Subject: what is going to be the next C&C game?
Posted by [Cypher \[PCNC\]](#) on Sun, 12 Oct 2003 22:43:13 GMT
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No no no no no.....

First of all, that site is just a fan made fantasy. With great looking renders. Nothing more. Though I did advise him to make his ideas into a modification.

Now, as for the next C&C.

If you go to petroglyphgames.com and look in Joe's, Steve's or Mike's profiles, you'll see them mentioning a new C&C game being developed at Westwood Studios at the time the consolidation of Westwood Studios, EA Pacific and DreamWorks Interactive took place. It is safe to assume that the game they mention there, without naming it, is still being developed at EALA, probably under the supervision of Rade Stojavljevic (TS/Firestorm senior producer) and Adam Isgreen (RA, TS, Firestorm lead designer), the two guys at EALA that are currently handling and responsible for the true storyline of C&C.

Note, if you will, that the Generals expansion pack, Zero Hour, does indeed have FMV movies with live action. Done by Rade's team, by the way. Rest assured that the next True C&C, will have live action movies, and most certainly with higher production values than those in Zero Hour.

Those concept art for "TT" you see at Tiberiumsun.com are not "recently released concept sketches for TT" as someone called them here.

Those are simply generic sketches done by artists that worked for Westwood Pacific (not Westwood Studios), that did RA2/YR and Nox and later Generals (as EA Pacific).

Mark Skaggs and Harvard Bonin have been quoted to say that when they were thinking about ideas for their next RTS, after YR, they had a few options, a Red Alert 3, a Tiberian game, a totally new game or whatnot....

Many of those early designs and ideas you can find sketches for at TJ Frame's site.

It is more than reasonable to assume that those "TT sketches" are nothing but a few of the initial concept ideas for when the EA Pacific people (led by Mark and Harvard) were thinking of what to

do next, after YR, and eventually settled on Generals and its features today. So those sketches were probably just made for when they thought about maybe doing a Tiberian game.....

And let us all thank god that they didn't. The Westwood/EA Pacific crew is certainly not known for their great story writing.

They already destroyed one part of the True C&C storyline, the prequel Red Alert, by creating a stand alone sequel to Red Alert that doesn't really fit anywhere (i.e. RA2/YR).

Final note.

I've had the privilage to view a general overview of the original trilogy concept for C&C. Well, Trilogy + Prequel (RA). As they were all written by a single group of people (including Ed del Castillo, Brett Sperry and Eydie Laramore, and others).

Tibrian Sun and namely Firestorm have made a little turn of events from that original Trilogy concept (and the concept was for a day cycle, hence Tiberian Dawn, Tiberian Sun[noon] and Tiberian Night). And as Brett Sperry himself said in an interview, since the series has evolved since it's original concept, it might take more than a trilogy to reach the originally concepted conclusion.

So while there will be a next True C&C (or a contender for that 'True' classification), and maybe even is one in production right now, it might very well not be called Twilight. Or, then again, it might be called Twilight and then followed by... Night or whatever.

P.S.

Who knows, even though while we all know (or we all should know) that RA2 and YR are just standalone crappy games (storywise) loosely based on and inspired by the True prequel to C&C, Red Alert, maybe... just maybe, someone at EALA is thinking about what is needed in a game or for a game that will remedy all the plot holes or at least actually connect RA2/YR on both ends to RA and TD.

In fact..... Well, you've all seen the various screenshots of the cancelled Renegade 2 project, haven't you?

Subject: what is going to be the next C&C game?

Posted by [Try_lee](#) on Sun, 12 Oct 2003 22:56:27 GMT

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I hope they don't connect them, really I don't.

That story would most likely be more ridiculous than the whole of RA2 and YR.

Subject: what is going to be the next C&C game?

Posted by [Ultron10](#) on Sun, 12 Oct 2003 22:59:06 GMT

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I just hope they stick with the Tiberian storyline for the time being. The next C&C game type doesn't bother me, FPS or RTS, as long as it continues with GDI & Nod.

Subject: what is going to be the next C&C game?

Posted by [OrcaPilot26](#) on Mon, 13 Oct 2003 00:03:10 GMT

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RA2 was a mess, it's way out there with Generals, and the connection between RA1 and TD is rather thin.

I just hope that if the next C&C game has any type of alien faction, they don't even resemble humans, of course if anyone here's played Earth and Beyond... I think they'd be able to get it right.

Subject: what is going to be the next C&C game?

Posted by [Cypher \[PCNC\]](#) on Mon, 13 Oct 2003 06:46:45 GMT

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The connection between RA and TD is not thin.

RA was crafted specifically to tell the background stories of the factions, GDI and Nod, and what led to TD. It was specifically created as the prequel to TD.

Notice, if you will, that in RA you don't play as just a Soviet general, but rather one who is a Nod loyalist.

The connection might seem thin, considering that RA takes place in the 1950s and thereabouts, and TD takes place in the mid 90s.

Subject: what is going to be the next C&C game?

Posted by [MonkeyPhonic](#) on Mon, 13 Oct 2003 11:42:50 GMT

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TheGunrunCommand and Conquer: Sims (The sims go Commando!)

Does that mean they won't be wearing any underwear. lol

Subject: what is going to be the next C&C game?

Posted by [NHJ BV](#) on Mon, 13 Oct 2003 13:50:42 GMT

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The problem is that there hasn't been any news or even rumours whatsoever on a new true C&C since Delphi (or was it Dev?) made that poll on the original Renegade boards asking about the SciFi level of a new C&C...

Subject: what is going to be the next C&C game?

Posted by [Cypher \[PCNC\]](#) on Mon, 13 Oct 2003 13:58:32 GMT

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NHJ, did you actually read my very very long reply in this topic... right up there?

Joe Bostic's profile from Petroglyphgames.com

Quote: before leaving Westwood Studios to found Petroglyph, Joe was Technical Director on the next Westwood Command & Conquer RTS title.

Mike Legg's profile from Petroglyphgames.com

Quote: Most recently, before leaving Westwood Studios (Electronic Arts) to found Petroglyph, he was the Lead Programmer on the Command & Conquer Real-Time Strategy team.

Steve Tall's profile from Petroglyphgames.com

Quote: Most recently, before leaving Westwood Studios to found Petroglyph, Steve was Lead Network Engineer on the next Westwood Command & Conquer title.

They aren't talking about Generals, cause that was a project by EA Pacific, not Westwood Studios.

There were two more occasions of interviews and magazines mentioning the next Westwood's (now EALA's) C&C game.

Subject: what is going to be the next C&C game?

Posted by [England](#) on Mon, 13 Oct 2003 14:19:17 GMT

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Joe Bostic's section:

- Technical Director
The next Command & Conquer RTS title (2003), Electronic Arts
 - Programmer, Technologies, Tools, Libraries, and other
-

Subject: what is going to be the next C&C game?

Posted by [z310](#) on Mon, 13 Oct 2003 14:31:59 GMT

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General HavocNot you, Z130, I should have quoted the post.

What are you talking about i dont put random posts, i cant even connect to this forums most of the time, and somtimes i cant post a replie cuz it says my password is incorrec and becides quote a post that was random, maybe one or two but thats it

Subject: what is going to be the next C&C game?

Posted by [Sir Phoenixx](#) on Mon, 13 Oct 2003 16:19:19 GMT

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Cypher [PCNC]The connection might seem thin, considering that RA takes place in the 1950s and thereabouts, and TD takes place in the mid 90s.

The mid 90s? So around 1995? I don't think it could have happened any earlier than around 2000... In the Tiberian Dawn manual it says that GDI was established in 1995, the game would have to take place at least several years after they were created.

z310General HavocNot you, Z130, I should have quoted the post.

What are you talking about i dont put random posts, i cant even connect to this forums most of the time, and sometimes i cant post a replie cuz it says my password is incorrect and besides quote a post that was random, maybe one or two but thats it

Posting about your 280th post seems pretty random to me. If it was your 1000 post, or your 1337 post () I could see, but your 280th?

Subject: what is going to be the next C&C game?

Posted by [Cypher \[PCNC\]](#) on Mon, 13 Oct 2003 17:21:43 GMT

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Sir PhoenixxCypher [PCNC]The connection might seem thin, considering that RA takes place in the 1950s and thereabouts, and TD takes place in the mid 90s.

The mid 90s? So around 1995? I don't think it could have happened any earlier than around 2000... In the Tiberian Dawn manual it says that GDI was established in 1995, the game would have to take place at least several years after they were created.

GDI was established in 1995..... Or rather, transformed into GDI at that year.

It was already active before, under the name of Special Operations Group Echo, Black Ops 9. It was transformed into GDI and made public BECAUSE of the war against Nod. Because Nod was rising to power (using the meteor and the Tiberium it introduced to earth that hit several years before the actual war we play in TD) and undermining the Black Ops 9 group's actions and activities.

So it wasn't actually founded in 1995.

Subject: what is going to be the next C&C game?

Posted by [NHJ BV](#) on Mon, 13 Oct 2003 18:48:12 GMT

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Cypher: I read your post, but even those mentions of "a next C&C" have been there for a long while now. What I mean is that there hasn't been any news, rumour or official word in the last, say,

two months, that has been anymore than briefly mentioning a "next C&C".

Subject: what is going to be the next C&C game?
Posted by [kawolsky](#) on Mon, 13 Oct 2003 19:52:40 GMT
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MonkeyPhonicTheGunrunCommand and Conquer: Sims (The sims go Commando!)

Does that mean they won't be wearing any underwear. lol

Hm.....sydney in Sims.....

Subject: what is going to be the next C&C game?
Posted by [Cypher \[PCNC\]](#) on Mon, 13 Oct 2003 20:56:40 GMT
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Well, NHJ, that makes perfect sense, considering the game has yet to actually be announced.

Subject: what is going to be the next C&C game?
Posted by [loser99](#) on Wed, 15 Oct 2003 00:27:49 GMT
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wow I didnt know RA was suppost to tell the story to the Tiberian series, I just thought they had bad writters and needed a good ending so they take from the other game. I personally thought it was dumb as hell when Kane was at the end, RA seemed like it should have been its own series from the start. RA2 was kind of the crazy/funny get loose to CNC, which is what I thought RA should have been all along, with Tiberian being the drama.

I dont see how Brett Sperry could have come up with the entire CNC1 almost entirely on his own and then screw TS up so bad, and then get fired?!?!? CNC1 was a masterpeice, almost perfect in some sense, and has set a bar that has never been reached in many aspects. I still wish they could just do TS over (i died inside when I played the last GDI firestorm mission, what the hell is that giant robot from power rangers doing in C&C?)

Subject: what is going to be the next C&C game?
Posted by [Cypher \[PCNC\]](#) on Wed, 15 Oct 2003 05:27:27 GMT
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What the f...?

First of all, Kane doesn't appear only at the end of RA. He appears several times throughout both campeigns of Red Alert.

Secondly, RA2 was made by totally different people. None that were involved with RA or TD or TS. RA2 is the odd one out.

Now....

Brett Sperry did come up with TD all by himself. C&C was created by Brett Sperry, Joe Bostic and Eydie Laramore. And that's just the general concept and idea. There were others at Westwood Studios that actually set down and fleshed out an entire trilogy from their ideas, and then even created a very detailed prequel to that trilogy (RA). Like the creator of RA, Ed del Castillo.

No one screwed up TS. TS is a great game. It has much more potential in gameplay then it used up, but it is still a great game. Though the story does stray a bit from the originally conceived trilogy story outline. That just evolves the storyline though.

And Brett Sperry wasn't fired. He can't be fired from the company he founded, for fuck's sake. God damn, I'm so tired from all these stupid WSE conspiracies. Hell, Brett Sperry is STILL working for EA as a consultant and advisor on various EA projects. And that's even after Westwood Studios itself was closed and its teams moved to EALA (and one team to EARS).

Subject: what is going to be the next C&C game?
Posted by [loser99](#) on Thu, 16 Oct 2003 15:31:33 GMT
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sorry I remember reading Sperry was asked to leave shortly after TS

second, is there any details on what the real RA storyline was supposed to be?

Subject: what is going to be the next C&C game?
Posted by [Cypher \[PCNC\]](#) on Thu, 16 Oct 2003 17:23:48 GMT
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Yeah, I bet you did.... At WSE's site or something. Cause it's not true.

As for the real RA storyline.
There was never supposed to be a real RA storyline.

Red Alert is the direct, only and true prequel to the events of Tiberian Dawn (C&C). It was created as such by Ed del Castillo, and written carefully as such.

RA2/YR was made by Westwood Pacific, a completely different team for who this game (RA2) was the first C&C experience (not including the RA port for the PSX).
RA2/YR is just a pseudo sequel to RA that really has nothing to do with neither RA nor TD. It's just inspired by it.