

---

Subject: C&C 3

Posted by [boma57](#) on Fri, 06 Feb 2004 03:44:37 GMT

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Posted on PlanetCNC (but the quote is from GameStop) two days ago, but I just saw it...

Quote:Freeman's game credits include script credit for upcoming titles Van Helsing, Mission Impossible: Operation Surma, and Command and Conquer 3. In the area of film and TV, Freeman has written and developed....

Note that Tiberian Sun was called C&C 2, not Red Alert.

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Subject: C&C 3

Posted by [IRON FART](#) on Fri, 06 Feb 2004 03:51:09 GMT

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Yes, I saw this too. Very interesting.

I suppose Renegade must be C&C: 2 and a half.

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Subject: C&C 3

Posted by [England](#) on Fri, 06 Feb 2004 04:39:18 GMT

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IRON-FARTYes, I saw this too. Very interesting.

I suppose Renegade must be C&C: 2 and a half.

NO!

Cypher knows, but he sucks, and wont tell us.

ALL BOO CYPHER OF PCNC! BOO HIM WITH RAGE!!!!

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Subject: C&C 3

Posted by [SuperFlyingEngi](#) on Fri, 06 Feb 2004 04:43:59 GMT

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BOO!!!! :angry:

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Subject: C&C 3

Posted by [IRON FART](#) on Fri, 06 Feb 2004 04:47:06 GMT

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Nah, he said a few times before that there would be another C&C game. And had my reasons to believe it too.

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Subject: C&C 3  
Posted by [England](#) on Fri, 06 Feb 2004 04:56:49 GMT  
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SuperFlyingEngiBOO!!!! :angry:

Good Job

IRON-FARTNah, he said a few times before that there would be another C&C game. And had my reasons to believe it too.

No shit, EA own the biggest RTS franchise on the planet, they will exploit it, i.e. Generals

/me shudders

---

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Subject: C&C 3  
Posted by [warranto](#) on Fri, 06 Feb 2004 05:15:55 GMT  
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---

/me shudders as well

C&C 3: Tiberium Eve.

Done Generals style, with the same quality storyline.

---

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Subject: C&C 3  
Posted by [bigjoe14](#) on Fri, 06 Feb 2004 05:35:03 GMT  
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Yup, we're fucked.

---

---

Subject: C&C 3  
Posted by [Blazer](#) on Fri, 06 Feb 2004 07:17:24 GMT  
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screw Generals and anything similar to it

---

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Subject: C&C 3

Posted by [rm5248](#) on Fri, 06 Feb 2004 11:30:57 GMT

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westwood was such a great company too.... i was thinking of buting generals because it said C&C on it.... but since westwood is no longer up, C&C just isnt the same....

curse EA!

---

Subject: C&C 3

Posted by [boma57](#) on Fri, 06 Feb 2004 12:07:04 GMT

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At least, if that article is true, they've got a guy to actually write a storyline.

If anyone wrote a storyline for Generals, they must've been retarded.

Actually, though, that's really the only area that Generals sucked. Graphically and gameplay wise, it was pretty good. It's just the fact that it might as well have had no story/continuity combined with the fact that it had nothing to do with C&C that makes people hate it. So, if this new C&C is a Tiberian sequel, it has a chance as long as they put some effort into it.

If it's a Generals sequel, fuck 'em.

---

Subject: C&C 3

Posted by [Ninja312](#) on Fri, 06 Feb 2004 16:04:08 GMT

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I won't stand for another freakin' Generals. I hope this is either:

1) Renegade in the Tiberian Sun universe or...

2) A sequel to Firestorm.

Quote:curse EA!

I hear ya. I hate Generals. I wish I never bought it. It just isn't C&C. Just a cheap game with the C&C title stuck in it to make it sell better. If someone else other than EA (Activision) owned it then maybe Westwood would still be around. But anyway. EA will never get hold of DooM III.

---

Subject: C&C 3

Posted by [Gernader8](#) on Fri, 06 Feb 2004 16:13:38 GMT

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I really hope this is news that actually happend along time ago. If it isnt....then they have just started working on the game.

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Subject: C&C 3

Posted by [longbow](#) on Fri, 06 Feb 2004 19:03:15 GMT

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Ninja312l won't stand for another freakin' Generals. I hope this is either:

1) Renegade in the Tiberian Sun universe or...

2) A sequel to Firestorm.

1. You don't have to stand for it, just don't buy the game if you don't like it.

2. Would you really want those games above to be made? Cause if you think they made Generals like a peice of crap, then they will most prob do the same with those games.

---

Subject: C&C 3

Posted by [NHJ BV](#) on Fri, 06 Feb 2004 20:34:56 GMT

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Well...at least I am naively hoping for EA to actually make us a decent game.

---

Subject: C&C 3

Posted by [msgtpain](#) on Fri, 06 Feb 2004 20:43:16 GMT

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Maybe that's what petroglyph is working on... If they were the original developers of C&C, it would make sense for them to contract the sequels. They just have to make sure that the never sell actual 'shares' of their company to EA, just contract with them for distribution...

---

Subject: C&C 3

Posted by [K9Trooper](#) on Fri, 06 Feb 2004 21:31:06 GMT

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<http://www.petroglyphgames.com/>

Read their news. Does that not sound like a hint?

Petroglyph - October 24, 2003 signs development deal!

All of us here at Petroglyph are excited to announce that we have signed a deal for a AAA title with a leading software entertainment publisher!

For strategic and contractual reasons, we are not allowed to give any details about the nature or

publisher we're working with, but we can say that we couldn't have asked for a better license, project, or publisher.

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Subject: C&C 3  
Posted by [NHJ BV](#) on Fri, 06 Feb 2004 21:51:57 GMT  
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They're saying that they couldn't have asked for a better (...) publisher, so that can't be EA.

---

---

Subject: C&C 3  
Posted by [PiMuRho](#) on Fri, 06 Feb 2004 22:23:45 GMT  
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Petroglyph aren't making a C&C game. Move along....

---

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Subject: C&C 3  
Posted by [NHJ BV](#) on Fri, 06 Feb 2004 22:29:51 GMT  
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In the Jobssection however, they are looking for a Game Programmer with "PC Real-Time Strategy game programming experience a plus". This could be any RTS, however.

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Subject: C&C 3  
Posted by [K9Trooper](#) on Sat, 07 Feb 2004 01:33:14 GMT  
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---

NHJ BVThey're saying that they couldn't have asked for a better (...) publisher, so that can't be EA.

But good PR and to maintain a real working relationship would call for you to "Swallow your pride" and speak of good things about them. In a way it is called "Politics or Business".

---

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Subject: C&C 3  
Posted by [rm5248](#) on Sat, 07 Feb 2004 02:04:26 GMT  
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NHJ BVIn the Jobssection however, they are looking for a Game Programmer with "PC Real-Time Strategy game programming experience a plus". This could be any RTS, however.

Well, Red Alert was given the "Best real-time strategy game of the year" award by PC gamer a

few years ago. And of course Westwood (GREAT company) is now owned by EA (BAD company) and Westwood made C&C, so anyway, back to where I was before, could be EA, because people quit. Okay, I'm not making any sense. I'll shutup.

---

---

Subject: C&C 3

Posted by [gibberish](#) on Sat, 07 Feb 2004 03:27:39 GMT

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Excluding Renegade I am still of the opinion that the first C&C was the best C&C title that Westwood ever made.

The reason I say this is that it was extremely well polished.

- The story line was excellent.
- It had real actors in the cinematic scenes.
- The game play was well balanced both in terms of Nod/GDI and in terms of the units you had to choose from as either side. \*\*
- The in game graphics were good (for the time).
- It was a huge amount of fun to play on a LAN.

\*\* - I can remember games where someone sold everything to do massive infantry rushes

However later titles seemed to be a bit rushed.

For example I think it was Red-Alert (1) that had really unbalanced sides, where it really sucked to be Allied, unless the map had water (hence you could build destroyers) in which case it sucked to be USSR.

The real problem areas would be:

- Balancing the Units.
- AI players.
- Creating the cinematic scenes.

So I would suggest that if you want a really great C&C 3 you could just write it yourself (there seems to be a lot of talent in the mod forum).

Writing this type of game is a much easier prospect than trying to write a full 3D game such as Renegade.

Just my 2 cents  
Gib

---

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Subject: C&C 3

Posted by [NHJ BV](#) on Sat, 07 Feb 2004 10:04:29 GMT

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K9TrooperNHJ BVThey're saying that they couldn't have asked for a better (...) publisher, so that can't be EA.

But good PR and to maintain a real working relationship would call for you to "Swallow your pride" and speak of good things about them. In a way it is called "Politics or Business".

True; I was being sarcastic. I should've put a smiley there

Anyway, they are producing an AAA RTS title from a well-known publisher etc. This all screams C&C. However, I fail to understand why EA would first "consolidate" (read: shut down) Westwood and start making C&C 's themselves, only to delegate that task to a new non-EA company with Westwood-employees all over the place. It makes no sense.

---

---

Subject: C&C 3

Posted by [Deactivated](#) on Sat, 07 Feb 2004 10:08:26 GMT

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Because they want to make C&C: General Sims' Need for Speed.

"C&C, The Sims and Need for Speed game all in one pack? We're going to be richer than Bill Gates!"

---

---

Subject: C&C 3

Posted by [General Havoc](#) on Sat, 07 Feb 2004 11:07:10 GMT

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---

Someone should build a mini C&C gold and we should all play it on WOL if it works. I'm sure we could mod it so it work anyway.

If only I could find my C&C gold discs...

---

---

Subject: C&C 3

Posted by [--oo00o00oo--](#) on Sat, 07 Feb 2004 11:43:36 GMT

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---

Generals would be a better game and get less hate toward it, it if didnt have C&C in front of it. it should just be called Generals. but they bought the name and stuck it on there so people would buy it.

---

---

Subject: C&C 3

Posted by [Weirdo](#) on Sat, 07 Feb 2004 12:31:08 GMT

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---

NHJ BVIn the Jobssection however, they are looking for a Game Programmer with "PC Real-Time Strategy game programming experience a plus". This could be any RTS, however.

Who knows, maybe they are making Starcraft 2. That's also an AAA title RTS.

---

Subject: C&C 3

Posted by [tooncy](#) on Sat, 07 Feb 2004 15:09:19 GMT

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---

General HavocSomeone should build a mini C&C gold and we should all play it on WOL if it works. I'm sure we could mod it so it work anyway.

If only I could find my C&C gold discs...

C&C Gold won't work online if you use XP. If we could get around this, then I'm all for it. (BTW, WOL does still work.)

---

Subject: C&C 3

Posted by [Deactivated](#) on Sat, 07 Feb 2004 15:17:58 GMT

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ftp://ftp.westwood.com/pub/ccgold/CCGOLDXPPATCH.ZIP

---

Subject: C&C 3

Posted by [General Havoc](#) on Sat, 07 Feb 2004 15:41:09 GMT

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---

Yeah it does work on winxp with the dll patches. Also you can play on "wol" with wwchat update.

I found the C&C gold box and 1 CD One step closer to finding the other CD. You can strip all the videos from the game and other non essential files to bring it down to a downloadable size like mini RA.

-----  
1.3 SYSTEM REQUIREMENTS  
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Command & Conquer Gold (2 CD-ROMs) requires at least the following system configuration :



Pentium required  
Windows 95 required  
8MB of RAM (16MB STRONGLY recommended)  
Double-speed CDROM  
30MB free Hard drive space  
1MB Local Bus, Microsoft DirectDraw compatible video card  
(640x480 pixels in 256 colors)

Sound cards supported:

Sound Blaster (all models)  
ESS: 488, 688, 1488, 1688, 1788  
MediaVision: PAS 16, PAS Studio, PAS Plus, Pro 3D, Blue Lite Special  
AzTech: Nova 16, Washington 16, Rocky 2  
Or any Microsoft DirectSound supported sound card.

For multi-player:

SERIAL: 2 players over minimum 9,600 bps modem, 14,400 bps  
modem or higher recommended. 2 players over null  
modem connection.

NETWORK: 2-4 players over IPX compliant network.

INTERNET: 2 Players over 28.8 baud modem or direct Internet  
connection Winsock 1.1 compliant TCP/IP stack

---

Subject: C&C 3  
Posted by [tooncy](#) on Sat, 07 Feb 2004 19:35:44 GMT  
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---

I said that it wouldn't work online if you used xp. If you patch the DLL single player works fine, but not multiplayer.

---

Subject: C&C 3  
Posted by [Nukelt15](#) on Sat, 07 Feb 2004 21:03:18 GMT  
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---

Hell, mine won't work on XP at all...\*tries patch\*

I wouldn't trust EA with another C&C game. The simple reason is that they like to produce games that have lots of eye candy, and very little gameplay. After RA2 came out, the series went downhill

from there...the campaign got so incredibly simple that you could beat it on hard mode between lunch and dinner. With fewer missions in Generals, I'd expect the game to take even less time to finish (having never tried the full game- only the demo, which I promptly stuck in "file 13").

If another C&C comes out under the EA banner, and it follows the ORIGINAL story, I MIGHT buy it. But only after the price drops to around \$20, and only after trying the demo. And only, of course, if it follows the same gameplay as the first three games did(SIDeBar, damn you! This isn't Starcraft!), and has those nice live action briefings...Wishful thinking.

---

---

Subject: C&C 3  
Posted by [IRON FART](#) on Sun, 08 Feb 2004 00:07:33 GMT  
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---

Quote:  
signed a deal for a AAA title with a leading.....

I think that AAA part is an error.  
Otherwise there you'd be "an" in front of it instead of "a", and also AAA isn't a genre of game, and it makes more sense when you take it out. They said they would not release any details also.

And also just because it said on PCNC that Petroglyph might have some involvement in C&C:3 because some of the WS staff moved on to work at Petroglyph doesn't at all mean that they are making it. For all we know they could be producing a Barney the dinosaur game.

---

---

Subject: C&C 3  
Posted by [Sir Phoenixx](#) on Sun, 08 Feb 2004 00:15:04 GMT  
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---

The 'AAA' part isn't an error, it also has nothing to do with genre.

It should be said as "a triple A title", making the "an" unnecessary. A "AAA" title is an epic, ground breaking, revolutionary, etc. game.

---

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Subject: C&C 3  
Posted by [IRON FART](#) on Sun, 08 Feb 2004 00:17:58 GMT  
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Gotcha.

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Subject: C&C 3  
Posted by [abakshi](#) on Mon, 09 Feb 2004 02:54:10 GMT  
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---

SeaManBecause they want to make C&C: General Sims' Need for Speed.

"C&C, The Sims and Need for Speed game all in one pack? We're going to be richer than Bill Gates!"

Lol - yeah they destroyed C&C, NFS, and from what people say, the Sims series (I haven't played any recent Sim game).

C&C Generals has no story and has little to do with C&C, NFS 6 (Hot Pursuit 2) is utterly pathetic, at least the PC version, NFS 7 (Underground) has a few, but major, damaging points, like pathetic online play and no built-in LAN support (without mods). EA has said that the next NFS will "combine all prior Need for Speed's" - what that means, I don't know, but I don't expect anything good out of them. The next C&C - they might as well make Command & Conquer Racing - woohoo race your Humvees, Nod Buggies, and Tanks across the field - because I don't expect the next C&C to be much better than that...

---

---

Subject: C&C 3

Posted by [Ninja312](#) on Mon, 09 Feb 2004 21:03:25 GMT

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Quote:woohoo race your Humvees, Nod Buggies, and Tanks across the field - because I don't expect the next C&C to be much better than that...

Well if you want to race the vehicles from in the game like that then buy Halo.

Quote:the campaign got so incredibly simple that you could beat it on hard mode between lunch and dinner.

There were a total of 15 missions in generals right? That's 5 per faction which I found surprising when I got to the end so abruptly.

And C&C gold works on the internet on XP. Had a try myself. And if it came down to it we could make our own gaming service. It's been done before in other games.

---

---

Subject: C&C 3

Posted by [IRON FART](#) on Mon, 09 Feb 2004 23:18:22 GMT

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Quote:

Hell, mine won't work on XP at all...\*tries patch\*

Install the XP patch. Then right click on CNC95.EXE, then properties, then go to the compatibility tab.

Make sure you run it in compatibility mode for Win95, 98/Me or 2000. Then try playing the game. If that doesn't work, make sure the following three boxes are checked and then run the game.

---

---

Subject: C&C 3

Posted by [sterps](#) on Mon, 09 Feb 2004 23:45:31 GMT

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Well yes westwood is dead but not completely, some of the employees from westwood chose to move into a larger studio with EA pacific, in Los Angeles. The others that didn't choose to go simply quit, like Joseph Kucan (Kane)

I think it was EA pacific that made Generals, but im pretty sure they r not gonna make another generals, well i sure hope not. Sure it was a good game, but i also have many reasons to hate it.

As for the next C&C , well it could either be

Renegade 2

or mostly likely one of these 2:

Tiberian Twilight or Red Alert 3.

I don't know if any of u guys remember one of the many polls westwood had at there site (b4 it

the next c&c u want to see

tiberian twilight or ra3. (More people voted for ra3).

Unless EAvil want to make something completely off like generals, hopefully it is onoe of those 2 or both.

As for C&C95 i still play that online as i do my other c&cs. But i know for a fact that u cannot get c&c95 on XP to work on westwood online, by that i mean to actually start a game wif someone, it always comes up wif an application error.You can play single player though wif tha patch. If ne one knows how please tell us all. If u want to play c&c95 and u have xp i can only give one suggestion, and that is to partition with windows 98.

---

---

Subject: C&C 3

Posted by [rm5248](#) on Tue, 10 Feb 2004 00:33:03 GMT

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---

Ninja312

There were a total of 15 missions in generals right? That's 5 per faction which I found surprising when I got to the end so abruptly.

5 per faction? thats sad. that's very sad. all of the other C&Cs have about 15 for each faction. (except for renegade of course. there's only one faction ) if the missions in generals are mad the same way as they are in Red Alert, those missions were made in about 30 min each.

---

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Subject: C&C 3

Posted by [Jaspah](#) on Tue, 10 Feb 2004 00:49:26 GMT

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---

Plus the missions were fun...

---

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Subject: C&C 3

Posted by [coolmant](#) on Tue, 10 Feb 2004 05:27:30 GMT

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---

I play C&C Tib Dawn all the time.

---

---

Subject: C&C 3

Posted by [tooncy](#) on Thu, 12 Feb 2004 13:43:24 GMT

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Quote:

...And C&C gold works on the internet on XP. Had a try myself. And if it came down to it we could make our own gaming service. It's been done before in other games.

Well thats odd. Every time when I get into a game, it starts up then crashes.

Quote:

As for C&C95 i still play that online as i do my other c&cs. But i know for a fact that u cannot get c&c95 on XP to work on westwood online, by that i mean to actually start a game wif someone, it always comes up wif an application error.You can play single player though wif tha patch. If ne one knows how please tell us all. If u want to play c&c95 and u have xp i can only give one suggestion, and that is to partition with windows 98.

only have about 9 gigs of hard drive space left on my machine, and I don't really want to waste anymore space. Plus, my dirves are already partitioned.

---

---

Subject: C&C 3

Posted by [loser99](#) on Thu, 19 Feb 2004 05:48:20 GMT

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I dont think any new CNC made by EA will be good, because of how corperate the world the entertainment industry has gone extremely down hill. Instead of scouting creative ideas and people, they just look for a winning formula for cookie-cutter entertainment. Boy bands, blonde female vocalists, reality shows, movies about comic books and sequels to older movies. Games about WW2 and being a sniper in a covert operation squad. This makes money, and I want to tell people to stop buying this shit because they are just lengthening the cycle. The movie industry just hires a team of people to make a comic book into a movie, and its just so much easier than actually thinking. EA operates exactly this way. Anything creative could bomb, so just play it safe, and people will look at the cover and buy it.

---

---

Subject: C&C 3

Posted by [z310](#) on Sat, 21 Feb 2004 03:42:49 GMT

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---

Blazerscrew Generals and anything similar to it

DamStraight :twisted:

---

---

Subject: C&C 3

Posted by [Ferhago](#) on Sun, 22 Feb 2004 00:20:49 GMT

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Well even if another C&C was made would you want it in 3d? Or in a high quality looking 2d? And unless someone who actually is devoted to the story writes it im pretty sure Cabal is gonna end up ruling the universe or something.

As for cnc gold not working online what are you talking about? I can still play and find games for cnc gold and RA1 online.

---

---

Subject: C&C 3

Posted by [loser99](#) on Sun, 22 Feb 2004 04:27:13 GMT

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yeah it will definately be 3D I dont think there is any debate about that, as for the storyline... who knows. Even Westwood kinda screwed up the storyline for Tiberian Sun a little, especially in Firestorm with that giant robot at the end of GDI Campaigne...wow it was like Power Rangers. Hopefully EA will let Sperry run the show, because he created C&C and he can do whatever he wants with it.

---

---

Subject: C&C 3

Posted by [coolmant](#) on Mon, 23 Feb 2004 06:21:25 GMT

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Hell, mine won't work on XP at all...\*tries patch\*

It's called compatibility mode, n00b. As for C&C3, it's safe to say it will be a while. I pray EA doesn't take the liberty to fuck up another C&C.

---