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Subject: Re: 50 more votes needed on "Save C&C "  
Posted by [Dover](#) on Sun, 20 Jan 2008 23:06:47 GMT  
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cmatt42 wrote on Sun, 20 January 2008 14:58 EvilWhiteDragon wrote on Sun, 20 January 2008 13:35 cmatt42 wrote on Sun, 20 January 2008 20:21 nikki6ixx wrote on Sun, 20 January 2008 13:07 And plus, if EA actually decided to go ahead with a C&C mode after recognizing this petition, they'd have to delay the game for a significant time, and the release would likely be very buggy, and not enjoyable to play.

With an EA game, what's the difference?

Anyway, you guys don't seem to be grasping the concept. Tiberium doesn't have the "C&C" title because it's an entirely different game. Sure, it has the very same story as the rest of the franchise, but it just means it's not an RTS game. Renegade had the Command & Conquer prefix, and that wasn't a rts either True, but Westwood knew what they were doing, yeah?

EA promises new and innovative. Unlike have the human wastes on this forum, I can cling to hope that EA won't botch this because what they've done isn't NEARLY as bad as anyone makes it out to be.

To the OP: Quit your bitching. You have only 150 signitures (Weighed against EA's projected sales for Tiberium), and you have no clue what EA has planned for Tiberium. Neither do I. None of us do. Which is why I'm going to buy us all a pint of STFU.

It's the same bullshit on the StarCraft 2 forums. "ZOMG DID U C DA NEW DARK TEMPLAR WTF I H8 BLIZZURD UNLES DEY CHANGE DIS!!1!". Shut up. Just shut up. They have professional game designers, and you're just some snotty kid.

It's about time for this thread to get Heated-Discussioned, I think.

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