
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 Stojasavljevic (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 conceived 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?
