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Subject: EA takeover

Posted by [Poskov](#) on Tue, 22 Apr 2008 23:40:33 GMT

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This is why the c&c series started to degrade; EA take over!

Tiberian Dawn: WW 100% EA 0%

Red Alert: WW 90% EA 10%

(Not sure about EA involvement, guess WW just made a mistake making RA a standalone game)

Tiberian Sun: WW 70-80% EA 20%

Red Alert 2: WW 40-50% EA 50%

Renegade: WW 15-20% EA 80%

Generals: WW 5% EA 95%

(Yes, Generals was going to be a Tiberian game, but EA trashed up the game)

Tiberium Wars: WW 0% EA 100%

Tiberium: WW 0% EA 150%

Red Alert 3: WW 0% EA 200%

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### File Attachments

1) [CCG27\\_ComOfficer.JPG](#), downloaded 1086 times

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Subject: Re: EA takeover

Posted by [Zion](#) on Tue, 22 Apr 2008 23:56:54 GMT

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I think you should know that Westwood (Yes, Westwood, not WW, learn to type names please) was disbanded after Renegade's release and had no involvement in the creation of Generals.

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Subject: Re: EA takeover

Posted by [GEORGE ZIMMER](#) on Tue, 22 Apr 2008 23:59:13 GMT

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I think the 5% might have been minor concepts they made for Tiberian Twilight that EA might have used for references for both Generals and C&C3.

Also, the reason why Renegade is buggy, is because EA rushed the deadline. I don't think they actually worked on it, they just simply rushed it. Had it not been rushed, we'd have seen more game modes, more maps, more features (Parachutes, various interesting powerups such as the mobius shield, etc), better aircraft, and so on.

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Subject: Re: EA takeover  
Posted by [nikki6ixx](#) on Wed, 23 Apr 2008 00:22:26 GMT  
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I thought Renegade was delayed about 2 or 3 times... is that really 'rushed' ?

This topic is dumb.

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Subject: Re: EA takeover  
Posted by [GEORGE ZIMMER](#) on Wed, 23 Apr 2008 00:26:00 GMT  
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It was, but that was mostly to fix up graphics and stuff. Before, it had fairly low poly and low textured models- It wouldn't have been up to the standards of 2001's-2002's games.

I dunno if it was EA's or Westwood's decision to delay it, but either way, I would have gladly waited a few extra months so this game could have lived a couple more years (Not that it's dead yet, but yeah).

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Subject: Re: EA takeover  
Posted by [R315r4z0r](#) on Wed, 23 Apr 2008 02:49:27 GMT  
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Wasn't Renegade canceled by EA then in a few years restarted? That would explain it being "rushed"

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Subject: Re: EA takeover  
Posted by [Goztow](#) on Wed, 23 Apr 2008 06:21:14 GMT  
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We've had this discussion often enough and it always ended up as a heated discussion. So I already moved it .

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Subject: Re: EA takeover  
Posted by [renalpha](#) on Wed, 23 Apr 2008 08:45:43 GMT  
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lol so you are just making up some worthless statistics etc.

last time

WHY FUCKING BOTHER EVEN START WITH EA HATE TOPICS WHEN NOBODY GIVES A

FUCK

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Subject: Re: EA takeover

Posted by [Herr Surth](#) on Wed, 23 Apr 2008 12:07:22 GMT

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What a load of bullshit.

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Subject: Re: EA takeover

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 23 Apr 2008 18:57:03 GMT

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About Generals, actually there was quite a bit of Westwood involvement. They originally made the engine, but of course it was for Tiberian Twilight. But even Generals, go on Frank Klepacki's site and you'll see that he made a theme song for Generals that was never used.

And about Renegade, Westwood had a MUCH bigger roll than "15%-20%". You should go read up on the interviews.

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Subject: Re: EA takeover

Posted by [Starbuzz](#) on Wed, 23 Apr 2008 19:52:47 GMT

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Surth wrote on Wed, 23 April 2008 07:07What a load of bullshit.

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Subject: Re: EA takeover

Posted by [trooprm02](#) on Thu, 24 Apr 2008 19:11:07 GMT

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I agree, any time a major corporation takes over a small business, it being left alone ALWAYS proves to have been the best option. Welcome to corporate america?

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Subject: Re: EA takeover

Posted by [nikki6ixx](#) on Thu, 24 Apr 2008 19:45:46 GMT

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Small businesses that get bought out by larger companies often do better. The new company has:

-a larger base of capital

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- established suppliers
- larger R&D programs
- name recognition

...and that's just to name a few. Do you people think companies like Linksys would be able to compete better on a global scale, and deliver cost-effective products if they were not acquired by a large company.

Same goes for a gaming company. A small developer that gets acquired by a large one will be able to expand their product line-up: either by being able create sequels and spin-off's, or by expanding over different platforms like the Playstation, and Xbox.

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Subject: Re: EA takeover  
Posted by [trooprm02](#) on Thu, 24 Apr 2008 21:16:23 GMT  
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Yep, you are right. Westwood is a perfect example for your theory.

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Subject: Re: EA takeover  
Posted by [cnc95fan](#) on Thu, 24 Apr 2008 21:23:49 GMT  
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Westwood was small?

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Subject: Re: EA takeover  
Posted by [nikki6ixx](#) on Thu, 24 Apr 2008 21:41:11 GMT  
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trooprm02 wrote on Thu, 24 April 2008 23:16 Yep, you are right. Westwood is a perfect example for your theory.

How about the company 'Maxis' , which was bought by EA in 1997, and went on to create the 100 Million+ sales 'Sims' game?

I'm not saying all acquisitions are great. You just have to look at Ford's acquisition of Jaguar and Land Rover for proof of that. (both companies are now owned by Indians)

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Subject: Re: EA takeover  
Posted by [trooprm02](#) on Fri, 25 Apr 2008 19:23:19 GMT  
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nikki6ixx wrote on Thu, 24 April 2008 16:41 trooprm02 wrote on Thu, 24 April 2008 23:16 Yep, you

are right. Westwood is a perfect example for your theory.

How about the company 'Maxis' , which was bought by EA in 1997, and went on to create the 100 Million+ sales 'Sims' game?

I'm not saying all acquisitions are great. You just have to look at Ford's acquisition of Jaguar and Land Rover for proof of that. (both companies are now owned by Indians)

You flip-flop more than the conservatives, now I see why you voted for them.

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Subject: Re: EA takeover

Posted by [nikki6ixx](#) on Fri, 25 Apr 2008 19:54:17 GMT

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nikki6ixx wrote on Thu, 24 April 2008 14:45 Small businesses that get bought out by larger companies often do better.

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Subject: Re: EA takeover

Posted by [w0dka](#) on Sat, 26 Apr 2008 08:55:21 GMT

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Quote: Small businesses that get bought out by larger companies often do better  
<http://www.the-underdogs.info/scratch.php#part2>

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Subject: Re: EA takeover

Posted by [GEORGE ZIMMER](#) on Sat, 26 Apr 2008 15:12:39 GMT

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EA didn't quite "take over" back then. Rather, they were just a publisher. Although, they DID rush Renegade, so yeah.

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Subject: Re: EA takeover

Posted by [nikki6ixx](#) on Sat, 26 Apr 2008 17:56:10 GMT

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I read that 'manifesto' . Kinda funny.

What the author fails to mention is that blame should be on the gamers. Gamers have an insatiable demand for better graphics, deeper plots, better online gameplay.

I also find the complaint that '\$55 is too expensive' funny. People pay \$55 because they believe they will get \$55 of fun out of the game. Simple economics, something this writer seems to have

conveniently avoided.

If gamers decided that the games weren't worth \$55, the corporations would adjust their prices accordingly, and believe me, they'll do it fast. Plus, no game is worth \$55 in my opinion, and I'm sure most would agree.

\*shrugs\* I'm not going to make apologies for EA, or any gaming company; really, I'm not too fluent in the industry. You guys are the gamers... so if the companies piss you off, do something about it. Stop paying top dollar for their games, or stop buying their games altogether. They'll listen to you when their margins are squeezed.

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Subject: Re: EA takeover

Posted by [w0dka](#) on Sun, 27 Apr 2008 17:50:57 GMT

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games worth 55\$? (germany 44,99€ - 49,99€)

- Deus Ex
  - Return to Krondor
  - Dungeon Keeper 2
  - Diablo 2 + Addon
  - Warcraft 3 +Addon
  - WoW
  - Gothic I, Gothic II+Addon (more common in germany)
  - Team Fortress 2, Portal, Half Life 2
  - Jagged Alliance 2
  - Renegade
  - Thief 2
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