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Subject: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY

Posted by [archerman](#) on Wed, 08 Jul 2009 18:57:17 GMT

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discuss.

edit: <http://epidm.edgesuite.net/CMS/ElectronicArts/Westwood/2009/124991/cc.html>

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY

Posted by [CarrierII](#) on Wed, 08 Jul 2009 19:31:25 GMT

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You will either expand on this, or I'll move it to spam fest.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY

Posted by [luv2pb](#) on Wed, 08 Jul 2009 19:37:27 GMT

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CarrierII wrote on Wed, 08 July 2009 15:31 You will either expand on this, or I'll move it to spam fest.

A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY

^duh

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY

Posted by [Lone0001](#) on Wed, 08 Jul 2009 19:48:08 GMT

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He probably means this: <http://www.joystiq.com/tag/Command-and-Conquer-4/>

EDIT: Those that subscribe to the C&C Newsletter from EA will know what he means, but my link pretty much just gave it away

Toggle SpoilerCommandAndConquer@fun.ea.com"A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY"

It was on August 31, 1995 when the Command & Conquer franchise was introduced to the world with Tiberian Dawn and propelled the real-time-strategy genre in to the hearts of each and every one of YOU. Now, Command & Conquer fans, after 14 years, and 18 games across the Red Alert, Generals, and Tiberian universe, someone very near and dear to the heart of the C&C franchise will soon have a message for you, to be communicated world-wide in "early July". Make sure to bookmark [CommandandConquer.com](http://CommandandConquer.com), as this person will drop his message at just the right time.

"Someone very near and dear to the heart" would mean Kane probably.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [Dover](#) on Wed, 08 Jul 2009 19:59:13 GMT

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Lone0001 wrote on Wed, 08 July 2009  
12:48http://www.joystiq.com/tag/Command-and-Conquer-4/

"First ever mobile base in RTS games"? Two Blizzard titles already feature that mechanic, three once StarCraft 2 is released. I guess they don't pay much attention to their competition, even if it's from eleven years ago.

Also, the persistent RPG thing was already done by Age of Empires III. I don't know why they're announcing these things like they're expecting them to be new and original.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [YazooGang](#) on Wed, 08 Jul 2009 20:02:46 GMT

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DUDE.

With recent online surveys asking what people would like to see in the next Command & Conquer, we were expecting an announcement sooner rather than later.

It says it like we all wanted C&C 4 to be a stupid RPG shit. Idiots.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [Dover](#) on Wed, 08 Jul 2009 20:08:43 GMT

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YazooGang wrote on Wed, 08 July 2009 13:02DUDE.

With recent online surveys asking what people would like to see in the next Command & Conquer, we were expecting an announcement sooner rather than later.

It says it like we all wanted C&C 4 to be a stupid RPG shit. Idiots.

You're taking this RPG thing too hard. AoE III did it fairly tastefully. As far as I can tell, C&C 4 is still an RTS at this point. Some minor RPG elements never hurt anybody.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [YazooGang](#) on Wed, 08 Jul 2009 20:11:56 GMT

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Well, i can say that C&C Games arent really serious like World in Conflict games ect. But the thing i'm worried about is that if it will turn out to be a game like WoW. Very stupid kind i mean.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [Dover](#) on Wed, 08 Jul 2009 20:13:23 GMT

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I don't get what you're trying to say. I'm not disputing that WoW is a stupid game, but there are number of ways C&C 4 could turn out "very stupid-kind" without RPG elements. Like the way Red Alert 3 did.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [nikki6ixx](#) on Wed, 08 Jul 2009 21:15:58 GMT

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Usually, when something is a bomb, it sucks, and I'm inclined to believe that this game will do just that.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [archerman](#) on Wed, 08 Jul 2009 21:55:23 GMT

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i want it to be a cnc movie, to be honest.

but if its a new cnc game, i prefer it to take place in tiberian universe, and made by petroglyph.

but i think it is OMG FROM NOW ON JOE KUCAN IS HOSTING CNC PRIMETIME or something crappy like that.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [Starbuzz](#) on Thu, 09 Jul 2009 04:15:09 GMT

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Yet another Crack & Crap title from EA. Do feel bad it is the "epic conclusion" (if rumors can be believed) of the Tiberian storyline.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [\\_SSnipe\\_](#) on Thu, 09 Jul 2009 04:29:49 GMT

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I dont get what it is

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [Altzan](#) on Thu, 09 Jul 2009 04:33:11 GMT

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never mind

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [Lone0001](#) on Thu, 09 Jul 2009 19:17:58 GMT

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<http://www.gamespot.com/pc/strategy/commandandconquer4/news.html?sid=6213111&mode=news>

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [Goztow](#) on Thu, 09 Jul 2009 20:01:29 GMT

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They'll be using the same engine again?

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [Dover](#) on Thu, 09 Jul 2009 20:42:55 GMT

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Lone0001 wrote on Thu, 09 July 2009 12:17

<http://www.gamespot.com/pc/strategy/commandandconquer4/news.html?sid=6213111&mode=news>

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I'm expecting mediocrity. Anyone else?

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [nikki6ixx](#) on Thu, 09 Jul 2009 21:29:15 GMT

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So what exactly will they be fighting about this time? Isn't the world like, totally messed up at the end of C&C3 anyways?

Wtf, now Nod will have big, dumb walking tanks too? God, these games got dumb.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [rockstar256](#) on Thu, 09 Jul 2009 21:42:46 GMT  
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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [YazooGang](#) on Thu, 09 Jul 2009 22:29:22 GMT  
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Sorry, but i think C&C 4 is good since the info was released about it

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [u6795](#) on Thu, 09 Jul 2009 22:33:19 GMT  
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You guys are so fucking critical and depressing. I'm reserving my judgement until I see the final product, but unlike with C&C 3's announcement, I LIKE everything I'm hearing.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [Starbuzz](#) on Fri, 10 Jul 2009 15:12:06 GMT  
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Aw I will probably end up buying it just cuz it is C&C but it will probably suck anyway like the last 2 games.

And towards the end of the article, what was he saying about snipers? I guess he meant EA folks who are watching what he is revealing here but I was hoping it was also some hint for a future C&C FPS.

It does makes sense to create a GDI vs Nod FPS after this whole RTS line concludes to get the most players.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [DeadX07](#) on Fri, 10 Jul 2009 17:20:11 GMT  
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5 vs. 5 multi-player sounds dull.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY

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Posted by [Herr Surth](#) on Fri, 10 Jul 2009 17:27:07 GMT

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DeadX07 wrote on Fri, 10 July 2009 12:205 vs. 5 multi-player sounds dull.  
WiC WiC WiC WiC WiC.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [Dover](#) on Fri, 10 Jul 2009 17:47:58 GMT

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DeadX07 wrote on Fri, 10 July 2009 10:205 vs. 5 multi-player sounds dull.

You sound dull.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [raven](#) on Sat, 11 Jul 2009 12:37:47 GMT

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nikki6ixx wrote on Fri, 10 July 2009 05:29So what exactly will they be fighting about this time?  
Isn't the world like, totally messed up at the end of C&C3 anyways?

Wtf, now Nod will have big, dumb walking tanks too? God, these games got dumb.  
Sounds about right.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [AmunRa](#) on Sat, 11 Jul 2009 23:09:55 GMT

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Dover wrote on Fri, 10 July 2009 13:47DeadX07 wrote on Fri, 10 July 2009 10:205 vs. 5  
multi-player sounds dull.

You sound dull.

Your mom sounds dull.

lolz couldn't resist.

I'm rather excited to see this though, looks interesting, and I agree, I think people here are wayyyy  
too critical.

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Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY  
Posted by [Starbuzz](#) on Fri, 17 Jul 2009 01:17:00 GMT

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I am curious as to how the storylines will be wrapped up.

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