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Subject: A New Future for Command & Conquer  
Posted by [bmruze](#) on Wed, 30 Oct 2013 01:45:49 GMT  
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<http://www.commandandconquer.com/en/news/1380/a-new-future-for-command-conquer>  
-----Info from that link-----

Quote:Generals,

Thank you for your participation over the last few months in the Command & Conquer closed alpha test. It's been much appreciated, and you've been instrumental in helping define what a new Command & Conquer experience should and shouldn't be.

Part of being in a creative team is the understanding that not all of your choices are going to work out. In this case, we shifted the game away from campaign mode and built an economy-based, multiplayer experience. Your feedback from the alpha trial is clear: We are not making the game you want to play. That is why, after much difficult deliberation, we have decided to cease production of this version of the game. Although we deeply respect the great work done by our talented team, ultimately it's about getting you the game you expect and deserve.

Over the next 10 days we will be refunding any and all money spent in the alpha. If you have a question about your refund, please contact [help.ea.com](mailto:help.ea.com).

We believe that Command & Conquer is a powerful franchise with huge potential and a great history, and we are determined to get the best game made as soon as possible. To that end, we have already begun looking at a number of alternatives to get the game back on track. We look forward to sharing more news about the franchise as it develops. Thank you again for your participation and support.

- Victory Studios  
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Not like we didn't see it coming but what are your thoughts?

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Subject: Re: A New Future for Command & Conquer  
Posted by [Bazil](#) on Wed, 30 Oct 2013 06:00:40 GMT  
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should've "ceased production" of tiberian twilight instead  
i suppose testers didn't like the game at all, to say the least

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Subject: Re: A New Future for Command & Conquer  
Posted by [reborn](#) on Wed, 30 Oct 2013 07:29:51 GMT  
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Despite what they are saying in that post, all the staff got canned.

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Subject: Re: A New Future for Command & Conquer  
Posted by [liquidv2](#) on Wed, 30 Oct 2013 20:28:35 GMT  
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you think so?

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Subject: Re: A New Future for Command & Conquer  
Posted by [reborn](#) on Wed, 30 Oct 2013 23:10:23 GMT  
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Yeah, some people associated with the project and team were discussing it very publicly on Facebook, along with ex EA community manager Aaron Kaufmann/Apoc.

#### File Attachments

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1) [image.jpg](#), downloaded 1739 times



# Post



Yesterday at 19:12 · Like



**Chris Jacobson**

Troy, nothing is being redesigned. EA chose to go scorched earth - the project was cancelled and the team was laid off.

Yesterday at 20:04 · Like

**René Nisse Stollezen**



Write a comment...

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space

return

Subject: Re: A New Future for Command & Conquer  
Posted by [nopol10](#) on Wed, 30 Oct 2013 23:43:14 GMT  
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Where was the post you posted? I'm curious as to what exactly went on behind the scenes.

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Subject: Re: A New Future for Command & Conquer  
Posted by [jonwil](#) on Thu, 31 Oct 2013 03:28:51 GMT  
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The real problem at EA right now is the edict from the top brass at EA that all games shipped MUST be primarily multiplayer/always-online and MUST include some form of post-release monetization/DLC/micro-transactions.

It KILLED SimCity and it would have killed this new C&C title too if it hadn't been axed.

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Subject: Re: A New Future for Command & Conquer  
Posted by [Starbuzz](#) on Thu, 31 Oct 2013 12:23:01 GMT  
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jonwil wrote on Wed, 30 October 2013 23:28The real problem at EA right now is the edict from the top brass at EA that all games shipped MUST be primarily multiplayer/always-online and MUST include some form of post-release monetization/DLC/micro-transactions.

this must be it...I had always wondered under what technical mandate were EA's top execs working from when it came to their games.

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Subject: Re: A New Future for Command & Conquer  
Posted by [ehhh](#) on Thu, 31 Oct 2013 12:50:51 GMT  
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so atm no team is working on c&c at all? woohooo

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Subject: Re: A New Future for Command & Conquer  
Posted by [iRANian](#) on Thu, 31 Oct 2013 13:17:13 GMT  
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I'm glad they killed it. The game looked awful and had a dumb name.

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Subject: Re: A New Future for Command & Conquer  
Posted by [liquidv2](#) on Thu, 31 Oct 2013 18:13:35 GMT  
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now they're wondering what they can do next  
they essentially killed off the Tiberium storyline  
they can't make Red Alert 4 (though they might try to)  
they could always backtrack and make Generals 2 like they'd planned

or -gasp- Renegade 2

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Subject: Re: A New Future for Command & Conquer  
Posted by [ehhh](#) on Thu, 31 Oct 2013 18:27:16 GMT  
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dont

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Subject: Re: A New Future for Command & Conquer  
Posted by [YazooGang](#) on Thu, 31 Oct 2013 20:39:43 GMT  
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liquidv2 wrote on Thu, 31 October 2013 11:13now they're wondering what they can do next  
they essentially killed off the Tiberium storyline  
they can't make Red Alert 4 (though they might try to)  
they could always backtrack and make Generals 2 like they'd planned

or -gasp- Renegade 2

Renegade 2 sounds like a great idea. Since they used the frostbite engine, which we know is being used for one of the popular fps games today, I believe the project can be a success to some extend. Well, at least more successful than Generals 2...

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Subject: Re: A New Future for Command & Conquer  
Posted by [Lone0001](#) on Fri, 01 Nov 2013 02:00:33 GMT  
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I'd like to see Tiberium get brought back, it looked promising (if done right but you know... EA)  
from what little was shown.

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Subject: Re: A New Future for Command & Conquer  
Posted by [Xpert](#) on Fri, 01 Nov 2013 02:11:18 GMT  
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Lone0001 wrote on Thu, 31 October 2013 22:00 I'd like to see Tiberium get brought back, it looked promising (if done right but you know... EA) from what little was shown.

The sad part is, they finished that game, and in the end, it just got burned to the ground by EA.

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Subject: Re: A New Future for Command & Conquer  
Posted by [Aprime](#) on Fri, 01 Nov 2013 16:50:38 GMT  
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It's amazing how the C&C franchise is the only one (in EA afaik) that sees its projected releases get canned allegedly due to the opinion that they suck.

And aside from this one, you can't even blame it on the added risk of the F2P model with regards to the other titles.

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Subject: Re: A New Future for Command & Conquer  
Posted by [ehhh](#) on Fri, 01 Nov 2013 17:31:46 GMT  
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using c&c to test the f2p model?

ea just gets better

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Subject: Re: A New Future for Command & Conquer  
Posted by [Aprime](#) on Fri, 01 Nov 2013 20:05:28 GMT  
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ehhh wrote on Fri, 01 November 2013 13:31 using c&c to test the f2p model?

ea just gets better

Ain't their first F2P, though. Far from it.

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Subject: Re: A New Future for Command & Conquer  
Posted by [Aircraftkiller](#) on Sat, 02 Nov 2013 03:52:55 GMT  
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Star Trek Online is the only FTP game I've seen that is actually fun, looks good, has a great story, and runs the FTP mechanic very well. EA attempting FTP with fucking C&C of all things - what were they expecting? Someone's going to fork over cash for some new tanks they barely see from above?

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Subject: Re: A New Future for Command & Conquer  
Posted by [Aprime](#) on Sat, 02 Nov 2013 06:00:30 GMT  
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Aircraftkiller wrote on Fri, 01 November 2013 23:52 Star Trek Online is the only FTP game I've seen that is actually fun, looks good, has a great story, and runs the FTP mechanic very well. EA attempting FTP with fucking C&C of all things - what were they expecting? Someone's going to fork over cash for some new tanks they barely see from above?

They could've gone the DOTA2 route.

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Subject: Re: A New Future for Command & Conquer  
Posted by [ehhh](#) on Sat, 02 Nov 2013 08:29:59 GMT  
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wouldn't surprise me, even blizzard is developing a moba atm.

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Subject: Re: A New Future for Command & Conquer  
Posted by [Generalcamo](#) on Sat, 02 Nov 2013 15:43:16 GMT  
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jonwil wrote on Wed, 30 October 2013 23:28 The real problem at EA right now is the edict from the top brass at EA that all games shipped MUST be primarily multiplayer/always-online and MUST include some form of post-release monetization/DLC/micro-transactions.

I am probably right in guessing that they got this "excellent" idea in marketing from looking at pre-teenagers using social media.

Which is probably what their intended audience is anyway: The people who will be gullible enough to actually give in to it!

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Subject: Re: A New Future for Command & Conquer  
Posted by [bmruze](#) on Sat, 02 Nov 2013 17:27:30 GMT  
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I think the biggest problem I have with EA is their profits exceed \$400 million quarterly and yet they have problems creating games that will attract good attention. They rely on ad-based, FTP and mobile games to bring in their money.

Granted the PC gaming market is dwindling but the sales from PC games from other vendors can prove that there is money to be made in PC games. A FPS, like Renegade 2, could easily be PC/Console based.

I'm not naive enough to believe that EA would actually create Renegade 2, Generals 2, continue

the Tiberium story, or make a good continuation of Red Alert. I believe the true future of these games lies in EA handing over the rights to these titles to an Indy/3rd party developer to re-create the experience. EA doesn't know how to handle what the community actually wants where-as the passion of a great game comes from those who enjoyed the history of the games.

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Subject: Re: A New Future for Command & Conquer  
Posted by [DutchNeon](#) on Sat, 02 Nov 2013 19:50:15 GMT  
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Aircraftkiller wrote on Sat, 02 November 2013 04:52 Star Trek Online is the only FTP game I've seen that is actually fun, looks good, has a great story, and runs the FTP mechanic very well. EA attempting FTP with fucking C&C of all things - what were they expecting? Someone's going to fork over cash for some new tanks they barely see from above?

ACK, Have you tried World of Tanks / War Thunder?

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Subject: Re: A New Future for Command & Conquer  
Posted by [Lazy5686](#) on Mon, 04 Nov 2013 13:43:48 GMT  
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jonwil wrote on Wed, 30 October 2013 20:28 The real problem at EA right now is the edict from the top brass at EA that all games shipped MUST be primarily multiplayer/always-online and MUST include some form of post-release monetization/DLC/micro-transactions.

It KILLED SimCity and it would have killed this new C&C title too if it hadn't been axed.

Well there goes all of my hopes for Star Wars Battlefront 3.

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Subject: Re: A New Future for Command & Conquer  
Posted by [Aprime](#) on Mon, 04 Nov 2013 23:09:42 GMT  
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bmruze wrote on Sat, 02 November 2013 13:27 I think the biggest problem I have with EA is their profits exceed \$400 million quarterly and yet they have problems creating games that will attract good attention. They rely on ad-based, FTP and mobile games to bring in their money.

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The PC gaming market isn't dwindling at all, it's growing.

The PC hardware market is.

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Subject: Re: A New Future for Command & Conquer  
Posted by [bmruze](#) on Tue, 05 Nov 2013 23:47:31 GMT  
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Aprime wrote on Mon, 04 November 2013 16:09bmruze wrote on Sat, 02 November 2013 13:27I think the biggest problem I have with EA is their profits exceed \$400 million quarterly and yet they have problems creating games that will attract good attention. They rely on ad-based, FTP and mobile games to bring in their money.

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The PC gaming market isn't dwindling at all, it's growing.

The PC hardware market is.

I didn't do my research before making that comment. You are correct, the PC gaming marking is much higher than the tablet/mobile markets.

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Subject: Re: A New Future for Command & Conquer  
Posted by [liquidv2](#) on Fri, 08 Nov 2013 22:12:36 GMT  
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i still say they should make a knockoff of Starcraft that takes place after Tiberian Sun rather than having aliens come down (which they still could if they wanted), they could have the mutants make up their own faction and function sort of like Zerg does

oh well

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Subject: Re: A New Future for Command & Conquer  
Posted by [ehhh](#) on Fri, 08 Nov 2013 23:16:31 GMT  
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sell the rights pls

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