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Subject: Command and Conquer DS

Posted by [gam3rj](#) on Fri, 03 Dec 2004 00:11:10 GMT

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More than anything, I want the idea and the concept of an RTS game to show it's demand for the Nintendo DS. If EA decides to not port C&C or make a C&C game, but another company does, say Petroglyph (in an extremely rare case), then I will still be satisfied. Of course, if the idea of an RTS gets heavy feedback for the DS, a game will be made, and shortly afterward when EA sees the success it gets, they will follow.

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