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Subject: EA Partners with XWIS Community Service  
Posted by [Crimson](#) on Thu, 06 Oct 2005 20:27:54 GMT  
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"Apoc, EA C&C Community Manager"Greetings from your C&C Community Manager!

To continue the ten year anniversary celebration of the widely popular Command and Conquer franchise, I am pleased to reveal EA's partnership with XWIS (XCC WOL IRC SERVER)!

Through this partnership, all Command and Conquer games formerly supported by EA/Westwood Online will be redirected through XWIS, thus instituting XWIS as the main online game server management team. XWIS is a community driven online game server that launched in October 2003 to replace the XCC Community Ladder. The new and improved features enabled include chat, in-game ranks, matching filters, lobby monitoring, improved Quick-Match, and fully functional automatic ladders for clans and individual tournament players. The beauty of this partnership is that you won't have to download any external programs to utilize XWIS. All the enabled features and connections to the servers are already integrated into the supported games!

I'm also excited to share with you that the Strike Team will be monitoring the banning and anti-cheat controls on a daily basis and will provide technical support as needed. The Strike Team is a website built of hardcore Command and Conquer fans and is sponsored by the EA German Community Team. Their goal is to ensure a controlled and fun online environment for all players.

XWIS will commence a two week trial period with Command & Conquer Red Alert 2 and Command & Conquer Red Alert 2: Yuri's Revenge. Once this trial is completed on Oct. 20th, XWIS will be supporting the following EA/Westwood online games:

- Command & Conquer Red Alert 2
- Command & Conquer Red Alert 2: Yuri's Revenge
- Command & Conquer Tiberian Dawn
- Command & Conquer The Covert Operations
- Command & Conquer Red Alert
- Command & Conquer Red Alert: Counterstrike
- Command & Conquer Red Alert: Aftermath
- Command & Conquer Tiberian Sun
- Command & Conquer Tiberian Sun: Firestorm
- Command & Conquer Renegade
- Dune 2000
- Nox
- Emperor: Battle for Dune

EA is 100% dedicated to the Command and Conquer franchise and wants to ensure a strong and secure online gameplay environment. Long live Command and Conquer! We hope to see resurgence in the legions of NOD and GDI followers claiming ground online.

Good luck soldier. Hit the hot keys and get online with Command and Conquer!

--Apoc

Please express your opinions on this. No opinion will be rejected and I will make sure your feedback gets back to EA.

What does this mean?

In theory, it will mean the end of Excess Flood boots off WOL, the end of script kiddies messing with servers, the end of needing FDS serials.

But what it could also mean is heightened instability of WOL as a whole as XWIS multiplies their capacity from 300-400 unique gamers a month to THOUSANDS playing Renegade. I am personally concerned that the team at XWIS has not expressed any care about Renegade at all and we are BY FAR the largest group affected by this.

This two-week trial for other C&C games is our chance to speak up and provide feedback before it's permanent. There are some good things and potentially bad things that could happen as a result of this. How do you feel?

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