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Subject: Re: C&C 3

Posted by [Nukelt15](#) on Thu, 04 May 2006 23:12:00 GMT

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However, we also know that EA has no great love of games with fantastic stories, as they tend to not sell quite as well as the games with flashy multiplayer modes. Singleplayer games are more work to produce, whereas multiplayer games are cheaper and attract mass audiences of people looking for thrills. Throw in a well-known title like "Command and Conquer" and you have a recipe for thousands upon thousands of sales more than you would get otherwise.

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