
Subject: Re: C&C Tiberium - FPS Game

Posted by [Starbuzz](#) on Tue, 18 Dec 2007 23:59:59 GMT

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Ethanal wrote on Tue, 18 December 2007 18:44EA APOC wrote on Tue, 18 December 2007 18:18

Hey everyone,

Before hundreds of thousands of people explode this topic, please know that we will be explaining this new franchise, Tiberium, its connections to the Command & Conquer universe in the story, units, GDI, Nod, the Scrin, etc...in the coming months.

As we said in the press release, this is the birth of a new franchise set in what we call the Tiberium universe. Whether you are confused or unable to comprehend just yet, do not worry!

These forums are not meant to be under the official C&C forums. Those are RTS forums, this is FPS-Tactical.

Stay tuned,
APOC

That was posted at the EA "Tiberium" forums, apparently the name is "Tiberium" not "C&C Tiberium". What do you guys make of this?

The name change maybe a sign that EA has had enough with Westwood fans. The words "Command & Conquer" rightfully belongs to Westwood and will always be associated with WW. So to break the cycle and become the head of the C&C universe, they have renamed it. In a few years, EA will be known as the company behind the "Tiberium universe."

Also, this would mean endless sequels/expansions for this new Tiberium FPS and maybe more RTS titles to follow.

This will create a new generation of fans that are more loyal to EA then the current older crop of "C&C" fans.

Also, by not making C&C Mode, EA is well-positioned to finally rid and cut off any ties with the "cancerous and ungrateful" Renegade community.
