
Subject: Re: A COMMAND & CONQUER MEGA-BOMB DROPS EARLY JULY
Posted by [Dover](#) on Wed, 08 Jul 2009 19:59:13 GMT

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Lone0001 wrote on Wed, 08 July 2009

12:48<http://www.joystiq.com/tag/Command-and-Conquer-4/>

"First ever mobile base in RTS games"? Two Blizzard titles already feature that mechanic, three once StarCraft 2 is released. I guess they don't pay much attention to their competition, even if it's from eleven years ago.

Also, the persistent RPG thing was already done by Age of Empires III. I don't know why they're announcing these things like they're expecting them to be new and original.
