
Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [Dover](#) on Mon, 27 Jul 2009 20:03:28 GMT
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havoc9826 wrote on Mon, 27 July 2009 00:21GEORGE ZIMMER wrote on Sat, 25 July 2009 19:44Do remember they said end of the saga, not universe. Either they're ending the current continuous storyline involving Kane (Which I'm pretty sure they are), then doing future C&C's about something else (Possibly in space?), or they're going to then make an FPS or MMORTS series.

Starbuck wrote on Sun, 26 July 2009 06:20I think once they wrap up the storyline, they will move to FPS. That's the sensible thing to do...like what Bungie did with Halo; make 3 FPS games, finish the series, then move on to RTS.

Here's hoping EA does same. This way their fanbase is not split between genres leading to poor cash.

Geez, you've both already forgotten that EA was making and later canceling the FPS "Tiberium" long before C&C4 was even in the works?

A game being cancelled doesn't necessarily preclude the story from being told. Blizzard canceled some RPG-type game in the WarCraft universe, but the story of it's main character (Thrall) was introduced in novel form and then expanded on in WarCraft III. Similarly, Blizzard has basically canceled StarCraft: Ghost but Nova's story was also told in novel form and will most likely be expanded on in StarCraft II.

tl;dr: While it's not the same as getting the game in the first place, from a storyline/lore point of view a game being canceled isn't the end of the world.
