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Subject: Re: New C&C game confirmed!

Posted by [GEORGE ZIMMER](#) on Wed, 03 Nov 2010 11:29:45 GMT

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EvilWhiteDragon wrote on Wed, 03 November 2010 04:54GEORGE ZIMMER wrote on Wed, 03 November 2010 01:45Altzan wrote on Tue, 02 November 2010 18:24A CnC MMO would be cool... if done right. And frankly, I don't know whether or not that's possible at this stage. C&C: Continuum was going to be an MMORPG. It was gonna have some pretty awesome shit from what I recall, but it got trashed along with the rest of Westwood's projects (Renegade 2, C&C: Incursion (AKA C&C3)).

A C&C MMO would be great, but if it were made by EA... God, it'd be Lord of the Rings Online and Dragonball Online and Star Wars Galaxies and every other MMORPG that everyone wanted but failed so fucking hard and fell into the cliché bullshit that fills up every other MMORPG all over again.

If EA would make a proper MMORTS then it could be completely totally awesome. Think of TS world domination but then with an near endless map with the possibility to ask for reinforcements on the fly (extra commanders). This could create an awesomely dynamic almost real life like war environment. Would possibly take quite some computing power, but I guess they'll just have to cut back on the ridiculous lasers and overdone explosions.

Actually it wouldn't take much computing power at all if the games are instanced... many MMORPG's do this nowadays (Dungeon Fighter Online, Vindictus, etc). Some just have parts that are instanced, where as others aren't. It's not that hard, and is totally feasible.

EALA just sucks too much dick to do anything creative and out of the usual genre-bound bullshit they throw out.

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