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Subject: Re: New C&C game confirmed!

Posted by [GEORGE ZIMMER](#) on Thu, 04 Nov 2010 06:07:17 GMT

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R315r4z0r wrote on Wed, 03 November 2010 14:18I don't think a C&C MMO would be a good idea just yet.

There needs to be a base line story first. Since C&C is an RTS game mainly, a new storyline has to be an RTS first before it is adapted into an FPS or MMO.

The Tiberium universe would have been a good setting if they didn't make C&C4. Since the world was at death's doorstep, civilization would be in chaos.. which is the perfect setting for an MMO. However, since C&C4 not only introduced the Tiberium Control Network, but it also ended Kane's story arc. That means the world is all pieciful now and it will no longer make a good MMO.

Generals and Red Alert wouldn't be good MMOs because they rely solely on military aggression whereas a Tiberium MMO would have allowed you to become a regular citizen just trying to survive and thus aligning yourself with what you think was right.

So, the only hope now for a C&C MMO is that EA first has to create a new universe that does not rely on 'military power' factions.

Or they pull a Star Trek and reboot the series starting from C&C3- only this time they don't cock it up.

I've been suggesting this for awhile now, but no one seems to notice...

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