
Subject: Re: Command & Conquer: Alliances
Posted by [R315r4z0r](#) on Tue, 13 Dec 2011 05:36:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renx wrote on Tue, 13 December 2011 00:31C&C Continuum was a planned MMORPG by WS, got canceled by EA. I really don't get why anyone would be opposed to an RPG, things turned out pretty well when they brached off into FPS games...
Because Westwood's previous MMO under EA's name was a monumental failure. Went WAY over budget and barely anyone ended up playing it.

And with their C&C MMO's concepts pushing extreme limits of what can be done in a game, EA decided to pull the plug.
