
Subject: Re: A New Future for Command & Conquer
Posted by [Generalcamo](#) on Sat, 02 Nov 2013 15:43:16 GMT
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jonwil wrote on Wed, 30 October 2013 23:28The real problem at EA right now is the edict from the top brass at EA that all games shipped MUST be primarily multiplayer/always-online and MUST include some form of post-release monetization/DLC/micro-transactions.

I am probably right in guessing that they got this "excellent" idea in marketing from looking at pre-teenagers using social media.

Which is probably what their intended audience is anyway: The people who will be gullible enough to actually give in to it!
