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Subject: Petroglyph games interview

Posted by [KIRBY098](#) on Thu, 17 Jun 2004 15:53:12 GMT

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I think this makes it VERY clear what they are working on.

Mike Legg - We have been extremely fortunate that it has actually not been very hard for us. We have an excellent publisher and project, both of which we are very happy with. We had many meetings with publishers at E3 2003, and had some great opportunities presented to us. Afterward, we chose to pursue our top opportunities, and managed to secure our very favorite one. It took a good amount of time, but everything fell into place. We realize that times are very hard in the game industry, and we take nothing of what we have for granted. We were also very fortunate to have many of our old cohorts join us in our new adventure. Everyone in the company is passionate, dedicated, hard-working and very highly experienced – and we've all worked together before (as of these questions). Petroglyph would be no where near as successful as it is without the amazing group of people that contribute to its daily life and culture.

Here's the math folks:

WW cnc guys revolt, and quit.

WW cnc guys start own company.

WW cnc guys state they got thier #1 choice for what they want to work on.

= Command and Conquer in some form or another.

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