
Subject: Petroglyph games interview
Posted by [KIRBY098](#) on Thu, 17 Jun 2004 15:12:47 GMT
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Our last, best hope for future CnC game titles that don't suck eggs (See Generals)

And if you need a story writer Petro guys, I hereby volunteer, and will start packing my bags for Vegas.

<http://www.homelanfed.com/index.php?id=20795>

Subject: Petroglyph games interview
Posted by [Majiin Vegeta](#) on Thu, 17 Jun 2004 15:17:41 GMT
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nice

i cant wait to hear about their latest project

Subject: Petroglyph games interview
Posted by [Xtrm2Matt](#) on Thu, 17 Jun 2004 15:18:57 GMT
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..We hope

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 is 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.

Subject: Petroglyph games interview
Posted by [PiMuRho](#) on Thu, 17 Jun 2004 18:22:08 GMT
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They're not working on a new C&C game.

Subject: Petroglyph games interview
Posted by [PointlessAmbler](#) on Thu, 17 Jun 2004 18:28:39 GMT
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Well, whatever it is, it's gonna be good.

Subject: Petroglyph games interview
Posted by [KIRBY098](#) on Thu, 17 Jun 2004 19:21:35 GMT
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PiMuRhoThey're not working on a new C&C game.

You won't mind if I don't take your word on it, will you?

Subject: Petroglyph games interview
Posted by [PermaGrin](#) on Thu, 17 Jun 2004 19:35:23 GMT
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would be nice if they made another C&C game, but you must realize that westwood made many other game besides C&C.

Subject: Petroglyph games interview
Posted by [Fabian](#) on Thu, 17 Jun 2004 19:48:28 GMT
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Doesn't EA own the rights to Command and Conquer ?

Subject: Petroglyph games interview
Posted by [Ferhago](#) on Thu, 17 Jun 2004 19:50:03 GMT
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I dont think they legally can make a command and conquer game. EA owns the rights to it now dont they.

Couldnt they still make Tiberian Twilight without it having the cnc name on it? Or does the franchise ownership mean all the ideas etc too

Subject: Petroglyph games interview
Posted by [PiMuRho](#) on Thu, 17 Jun 2004 19:54:51 GMT
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KIRBY098PiMuRhoThey're not working on a new C&C game.

You won't mind if I don't take your word on it, will you?

Not at all. I know they're not making C&C because I know what they are making. I'm just not allowed to tell anyone.

Subject: Petroglyph games interview
Posted by [Demolition man](#) on Thu, 17 Jun 2004 19:57:19 GMT
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EA owns the C&C name so they proly make a dif RTS game.

Subject: Petroglyph games interview
Posted by [Jaspah](#) on Thu, 17 Jun 2004 20:07:00 GMT
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^^ That's bull...

Subject: Petroglyph games interview
Posted by [KIRBY098](#) on Thu, 17 Jun 2004 20:08:25 GMT
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SEALDoesn't EA own the rights to Command and Conquer ?

Big game companies routinely subcontract programming and other stuff out, then put thier name on it prior to shipping. This is nothing new.

If Pi is right, this is a sad state of affairs. I figured thier recent arrival in our forums would be for a reason. Primarily to gauge response to a new cnc game. Logic would suppose that EA upon losing it's experienced staff on THE game line that founded the RTS genre would subcontract that work to them. I also figured that the "nice" way Mike refers to his former oppressor at EA was a way to placate his new employer.

Proof that logic doesn't figure when it comes to EA.

Subject: Petroglyph games interview
Posted by [Aircraftkiller](#) on Thu, 17 Jun 2004 20:31:05 GMT
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Pi is correct. I have confirmed that a while back with several ex-WS employees and with some Petroglyph employees.

Subject: Petroglyph games interview
Posted by [Ferhago](#) on Thu, 17 Jun 2004 20:54:19 GMT
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Oooooo Wahts it gonna be? RTS? FPS? Surely you can at least tell us this

Subject: Petroglyph games interview
Posted by [Phoenix - Aeon](#) on Thu, 17 Jun 2004 21:20:43 GMT
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RTS most probably, they did say it was something that their experience prepared them well for. Hmm, reminds me of that old rumour that they were doing a venture with Blizzard...

Subject: Petroglyph games interview
Posted by [JPNOD](#) on Thu, 17 Jun 2004 21:30:20 GMT
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Whatever it is maybe its nice, its good to see old wol people who created renegade back in action. They are a part of are life, since they created the game wich some people are playing here alot. As others say cant wait for there title, and might just buy it to suport them
Good luck Petroglyph

Subject: Petroglyph games interview
Posted by [Majiin Vegeta](#) on Thu, 17 Jun 2004 21:42:47 GMT

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maybe they will be making an 4x4 off road type of game.. they all have off raoders and like driving them.. and they are gonna be making a game they like sooo maybe

but lets hope its a RTS type game

Subject: Petroglyph games interview
Posted by [YSLMuffins](#) on Fri, 18 Jun 2004 05:12:26 GMT
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Yes, let it be an RTS game. I've been missing the good old RTS days. :-\

Subject: Petroglyph games interview
Posted by [Creed3020](#) on Fri, 18 Jun 2004 20:35:26 GMT
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YSLMuffinsYes, let it be an RTS game. I've been missing the good old RTS days. :-\

Same here. It's been years since I've gotten glued to a great RTS, it's what we all need
