
Subject: An Interesting E-mail I just recieved from EA
Posted by [Gernader8](#) on Tue, 07 Dec 2004 02:13:04 GMT
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Quote:Hi everyone,
I hope everyone is enjoying one of the best years ever for PC gaming.

On the eve of one of our own major releases, The Lord of the Rings™, The Battle for Middle-earth™, the one thing we've grown to understand is how important the community - our most loyal supporters - is for industry. This started back in our days at Westwood where the community for our games has always been a big priority. We understand that you are the most important and influential group for us and we are constantly amazed at the amount of talent used to create quality assets and mods.

Having said that, we have a MAJOR announcement to make and we are making it exclusively to our long time C&C fans. This announcement is not going out to the press and it won't appear on the EA website or anywhere else online. We are very proud to announce that the team that brought you Command & Conquer™ Red Alert 2™, Command & Conquer™ Yuri's Revenge™, and Command & Conquer™ Generals has officially started work on our next project set in the Red Alert universe!

As I mentioned, we're very proud to ship what we feel is one of the best RTS games ever released. Most of you have probably heard of The Lord of the Rings™, The Battle for Middle-earth™ which hits stores this week. We've introduced some really innovative features and gameplay mechanics, which you should definitely check out when you get a chance. You will also see a major enhancement to the Sage graphics engine we originally created for Command & Conquer Generals. Expect us to leverage and continue to evolve this powerful engine as we start work on our new Command & Conquer game.

Thanks again for all your support over the years. This entire team is incredibly excited to work on the next Command & Conquer chapter. Look for an official announcement soon and have a wonderful holiday.

Mark Skaggs
VP and Executive Producer
Electronic Arts

Now if this true, lets just pray it will be a great game.

Subject: An Interesting E-mail I just recieved from EA
Posted by [xptek](#) on Tue, 07 Dec 2004 02:15:22 GMT
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Oh, please be true.

Subject: An Interesting E-mail I just recieved from EA
Posted by [DarkDemin](#) on Tue, 07 Dec 2004 02:16:16 GMT
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Man they are going to ruin another Series in CnC...

Subject: An Interesting E-mail I just recieved from EA
Posted by [xptek](#) on Tue, 07 Dec 2004 02:17:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Presumptuous.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cheesesoda](#) on Tue, 07 Dec 2004 02:18:02 GMT
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I have my doubts. This made me skeptical:

ASSUMINGLY Mark SkaggsWe understand that you are the most important and influential group for us

Subject: An Interesting E-mail I just recieved from EA
Posted by [Vitaminous](#) on Tue, 07 Dec 2004 02:25:53 GMT
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Red Alert 'universe'? What the fuck!?

Subject: An Interesting E-mail I just recieved from EA
Posted by [oxi](#) on Tue, 07 Dec 2004 02:26:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

j_ball430I have my doubts. This made me skeptical:

ASSUMINGLY Mark SkaggsWe understand that you are the most important and influential group for us

Ditto

Haha what a load of rubbish like they care about us.

So after dissappointing the majority of the hardcore C&C fans with that horrible Generals they are now most likely going to destroy Red Alert universe (presuming this is true ofcourse).

Subject: An Interesting E-mail I just recieved from EA
Posted by [cowmisfit](#) on Tue, 07 Dec 2004 02:27:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

j_ball430I have my doubts. This made me skeptical:

ASSUMINGLY Mark SkaggsWe understand that you are the most important and influential group for us

ya that jumped out at me too, if thats so why have they treated the Generals and Renegade communitys like shit and thrown it to die with out updates not even year after it's releases.

But , I do hope this is true, C&C > * (HL is second)

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 02:31:33 GMT
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Guys, both Try_Lee and Beanyhead have recieved this email, too. I haven't though, not sure why.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cheesesoda](#) on Tue, 07 Dec 2004 02:32:41 GMT
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It *could* be true considering that they may have had a wakeup call and realized that we are an influential part of their sales (don't know about "most important" but could be), and the recent WOL downage could be due to them testing how many people there are that "live" on their servers and/or they were rebuilding it and preparing it to stay up longer and hold more connections due to the creation of a future C&C game. Who knows, I'm still on the skeptical side, though.

Subject: An Interesting E-mail I just recieved from EA
Posted by [bigejoe14](#) on Tue, 07 Dec 2004 02:33:59 GMT
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I got the e-mail as well. Anyone else got the e-mail?

Subject: An Interesting E-mail I just recieved from EA
Posted by [cowmisfit](#) on Tue, 07 Dec 2004 02:34:34 GMT
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icedog90Guys, both Try_Lee and Beanyhead have recieved this email, too. I haven't though, not

sure why.

I haven't got one either, i've been in this community since Tib Dawn, were the hell is my special letter

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 02:35:23 GMT
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Common sense would tell you that it's a good chance it's true.

Who would be lifeless enough to try to replicate an official EA email, somehow find out the email of A LOT of people here, and send it out to all?

No offense, but I kind of hate how everyone just totally flames anything that might be a possibility for another C&C game. Mostly because they hate looking back to that memory... Just deal with it and see what happens.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cheesesoda](#) on Tue, 07 Dec 2004 02:36:14 GMT
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I have yet to receive mine, and I have WOL accounts on my current email address as well. I'm waiting to see what the percentage of users here get it. If they send it to emails that nobody knows about except that EA would, I would presume this to be true, but I'll be checking my inbox.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cowmisfit](#) on Tue, 07 Dec 2004 02:38:19 GMT
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If it is true, this is going to be such a kick ass thing. I've been waiting soooo long, It will be a HUGE jolt into the community.

First we get HL2 now we get a new C&C game possible, what a great season for games.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Gernader8](#) on Tue, 07 Dec 2004 02:40:32 GMT
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I just hope they don't go on another mind-control tangent.

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 02:40:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Please know that at Command & Conquer, we don't want to send you information you don't want to receive. If you no longer want us to contact you, please click here to be removed from our mailing list or to change your preferences. You can also write to: Privacy Policy Administrator, Electronic Arts Inc., 209 Redwood Shores Parkway, Redwood City, CA 94065."

There is a link in there to remove you from their mailing list, which works. A hoax would not have that.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cheesesoda](#) on Tue, 07 Dec 2004 02:41:09 GMT
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As I told you on AIM:

ReyDeLaGuerra: command and conquer

ReyDeLaGuerra: heh

ReyDeLaGuerra: they wouldn't call themselves that

Cdembring: but they wouldn't have a working link to remove you from the list either if it was fake

ReyDeLaGuerra: anybody can get that link if they receive emails from them

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 02:43:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Still, it's very rare for someone to waste so much time to do this and somehow have everyone's email.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Gernader8](#) on Tue, 07 Dec 2004 02:43:16 GMT
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I think we can settle that this is legit. Now lets start hearing some game plot theories.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cheesesoda](#) on Tue, 07 Dec 2004 02:45:12 GMT
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I'm skeptical, and I will remain skeptical until I can look over the email and such. I have an idea, someone post the email that you received it from, and have someone trace it to see where it leads.

Subject: An Interesting E-mail I just recieved from EA
Posted by [hunteroo2](#) on Tue, 07 Dec 2004 02:46:37 GMT
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why would they not release a press release or anything on their website though?

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 02:48:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

From: Command & Conquer <commandandconquer@fun.ea.com>
Date: Mon, 06 Dec 2004 20:53:59 -0500 (EST)
Subject: The Next Command and Conquer

Subject: An Interesting E-mail I just recieved from EA
Posted by [glyde51](#) on Tue, 07 Dec 2004 02:50:18 GMT
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Fake e-mail going around?

I'll call it a e-mail flu.

Subject: An Interesting E-mail I just recieved from EA
Posted by [loser99](#) on Tue, 07 Dec 2004 02:53:02 GMT
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im pretty sure this game will BLOW. EA has some dumb cookie cutter bullshit that will turn the Red Alert series into some kind of Metal of Honor world war 2 style sim because thats what sells. F*** EA. The story line of Red Alert doesnt even matter anymore. The best storyline of all time has been trashed. I hope 2005 is the worst fiscal year for EA EVER

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 02:55:42 GMT
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You're a dumbass.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cowmisfit](#) on Tue, 07 Dec 2004 02:56:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90From: Command & Conquer <commandandconquer@fun.ea.com>
Date: Mon, 06 Dec 2004 20:53:59 -0500 (EST)
Subject: The Next Command and Conquer

wait soooo what does that show lol im tired.

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 02:57:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

commandandconquer@fun.ea.com is where the email came from. Kind of an unusual email address, though.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cheesesoda](#) on Tue, 07 Dec 2004 02:57:48 GMT
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http://fun.ea.com = nothing but blank page.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cowmisfit](#) on Tue, 07 Dec 2004 02:58:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

GRRR THOSE BASTARDS!!!

Subject: An Interesting E-mail I just recieved from EA
Posted by [Falconxl](#) on Tue, 07 Dec 2004 02:58:33 GMT
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Any one take a look at the headers for the message. I'd recommend checking out the sender through that info not just the listed return address.

X-Apparently-To: falconxl via 66.218.92.48; Mon, 06 Dec 2004 17:53:44 -0800
X-Originating-IP: [146.82.220.235]
Return-Path: <commandandconquer@fun.ea.com>
Received: from 146.82.220.235 (EHLO mta3.primary.ddc.dartmail.net) (146.82.220.235) by mta155.mail.scd.yahoo.com with SMTP; Mon, 06 Dec 2004 17:53:44 -0800
X-MID: <Kilauea62046-121-8218507-0@flonetwork.com>

Date: Mon, 06 Dec 2004 20:53:38 -0500 (EST)
Message-Id: <Kilauea62046-121-8218507-0@flonetwork.com>
From: "Command & Conquer" <CommandAndConquer@fun.ea.com> Add to Address Book
To: falconxl
Subject: The Next Command and Conquer
Content-Type: text/plain; charset="us-ascii"
Content-Transfer-Encoding: 7bit
Content-Length: 1451

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 03:02:38 GMT
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j_ball430<http://fun.ea.com> = nothing but blank page.

That doesn't prove anything. Cowmisift, don't jump to conclusions so easily.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cowmisfit](#) on Tue, 07 Dec 2004 03:07:03 GMT
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NOTHING THERE

Im gonna give it time icedog, but i dunno man it seems sorta fishy.

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 03:10:02 GMT
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I searched Google for the email address. Three results came up, apparently the links are dead. Here's the most interesting one I found:

TheChalmers.com : Tools : Nicky's Deleted SPAM Log
... 9738, 22:54 on Tue 9 Mar 2004, 1, 154, Command & Conquer, CommandAndConquer@fun.ea.com, Game Fan, You made C&C Generals Number One, (nicky@datak.co.uk). ...
rickychalmers.brinkster.net/ActivePagePrint.aspx?PageID=468 - 18k - Supplemental Result

Subject: An Interesting E-mail I just recieved from EA
Posted by [Hydra](#) on Tue, 07 Dec 2004 04:01:35 GMT
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I received it. It looks pretty legitimate to me especially since it has all the links and stuff at the bottom.

I think you all are paranoid in saying it's a hoax.

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 04:23:55 GMT
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hydra1945I think you all are paranoid in saying it's a hoax.

Roger that.

I checked my (old) AOL email account and I got the letter too. I get all of the EA spam on that email account. Guys, there's so much evidence to prove that this is real that you might as well wait and see what happens, instead of going on about how it's a hoax. You wouldn't like being teased later on if it actually does happen.

More evidence: There is a link at the bottom that removes you from their mailing list, and the URL is on fun.ea.com. That server still exists. No duh you guys are going to get nothing if you try going to fun.ea.com... :rolleyes:

Subject: An Interesting E-mail I just recieved from EA
Posted by [Oblivion165](#) on Tue, 07 Dec 2004 04:47:31 GMT
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Keep in mind, EA is after money. Its after people to buy their product. Why in the world would they not add this info to their site? it doesnt make sense.

Subject: An Interesting E-mail I just recieved from EA
Posted by [knight1b](#) on Tue, 07 Dec 2004 04:57:53 GMT
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That and The Generals Team was not the same as the other C&C teams. EA in ofical statements said that another team was doing Generals.

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 05:01:47 GMT
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You guys ignore my evidence way too much.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Jecht](#) on Tue, 07 Dec 2004 05:17:02 GMT
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if they make this game they better not put in bullshit units like yuri or chrono-shits like in the other game, they need to get back to there roots and make somewhat of a realistic war game where the most unreal thing was the experimental chronosphere. That bullshit of a game red alert 2 pissed me off cuz it ruined red alert. If they make this one they better take their time and DO IT RIGHT!

Subject: An Interesting E-mail I just recieved from EA
Posted by [Hydra](#) on Tue, 07 Dec 2004 05:26:21 GMT
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(from planetcnc.com (it looks identical to the e-mail I received))

Does that look legitimate enough?

Subject: An Interesting E-mail I just recieved from EA
Posted by [Cpo64](#) on Tue, 07 Dec 2004 06:24:58 GMT
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I had hoped for a TT game... I realy don't want another RTS Red Alert game, altho if a game was based on one of the existing stories for Red Alert, I suppose that would be okay.

I don't think it is a hoax, the english is to good.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Jecht](#) on Tue, 07 Dec 2004 06:49:13 GMT
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looks legit to me, they may just be starting their domain by some strange coincadence? i dunno, but the seals, legal notices and othe stuff just makes it look too real. Not to mention everyone who is registered with WOL is getting them correct? i wouldnt know cuz I deleted the email that i logged into WOL with ages ago.

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 07:02:31 GMT
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I received the email on the same account I used for WOL.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Crimson](#) on Tue, 07 Dec 2004 08:46:35 GMT
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Well, based on the headers, I see dartmail which is a service of doubleclick, and flonetwork which is an anti-spam organization linked to CAUCE.

Conclusion, someone with money sent this email... I am inclined to believe it's not a hoax but there would definitely be a press release within the next week or two. No way they would keep it silent completely.

My last question is... where is mine?

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Tue, 07 Dec 2004 08:55:02 GMT
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Check the email address you used for WOL.

Subject: An Interesting E-mail I just recieved from EA
Posted by [kurt421](#) on Tue, 07 Dec 2004 09:39:52 GMT
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i wanna an e-mail

i hope this is not a hoax

Subject: An Interesting E-mail I just recieved from EA
Posted by [PiMuRho](#) on Tue, 07 Dec 2004 09:59:57 GMT
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Some of the grammar is horrendous.

Why would they send this out to the "community" first? Something smells funny...

Subject: An Interesting E-mail I just recieved from EA
Posted by [NHJ BV](#) on Tue, 07 Dec 2004 10:40:55 GMT
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I don't really care. Unless they can at least come close to Red Alert's quality, this isn't for me. Frank Klepacki left EA, there probably won't be a decent storyline and FMV's, and at best there will be a six-mission single player campaign, if I know EA.

Subject: An Interesting E-mail I just recieved from EA
Posted by [sterps](#) on Tue, 07 Dec 2004 11:30:02 GMT
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Hopefully this is going to be the real thing, though i would rather it be tiberian twilight, but RA3 will be good too.

I hope they don't ruin it though, but i got a feeling it won't.

Anyway this is hopefully an opening for our long suffering c&c community.

btw where is mine, i didn't get it under my WOL email

Subject: An Interesting E-mail I just recieved from EA
Posted by [Scythar](#) on Tue, 07 Dec 2004 11:32:39 GMT
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Hmm now this is some news, if it's not a hoax.

Well, time will tell. Sooner or later, time will tell.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Oblivion165](#) on Tue, 07 Dec 2004 11:42:18 GMT
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red alert quote, nice

Subject: An Interesting E-mail I just recieved from EA
Posted by [2000_years](#) on Tue, 07 Dec 2004 12:32:45 GMT
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Gamespy have picked up on it too.

<http://pc.gamespy.com/pc/command-conquer-red-alert-3/571431p1.html>

Subject: An Interesting E-mail I just recieved from EA
Posted by [genetix](#) on Tue, 07 Dec 2004 13:09:06 GMT
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I've never actually tried doing this but I'm fairly sure that in php you can send email messages to mass ammounts of people using any from name in the world...

Crimson and some of you other people that know php could probably expand on this but I think all you need is a while statement.

I would lmao if this was just someone faking it like that.

Subject: An Interesting E-mail I just recieved from EA

Posted by [oxi](#) on Tue, 07 Dec 2004 13:19:49 GMT

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Thinking about it this is a very clever way of advertising for free. Word spreads very fast within communities giving them a very large fanbase before they even announce the game "officially".

Subject: An Interesting E-mail I just recieved from EA

Posted by [SickOptometrist](#) on Tue, 07 Dec 2004 14:18:52 GMT

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Duhh...Quit dusting it & peeking at it with a magnifying glass - enough with the conspiracy theories...any one heard of a phone before? If it's important enough, I'm sure someone :rolleyes: could obtain the sender's # & confirm the message.

-Pat

Subject: An Interesting E-mail I just recieved from EA

Posted by [Scythar](#) on Tue, 07 Dec 2004 14:20:45 GMT

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True. The fact that they're using an enhanced Sage engine might get people on their toes, but I really doubt that it's the game engine's fault that Generals turned out to be not so liked around here. It's just the way they made the game advance.. In my opinion, they really have to use videoclips between missions to explain the plot instead of just printing a text on the screen while reading it out loud. And FMV's are important too. It doesn't matter how long they are, as long as they're there, just like in previous C&C's.

Also, what is very important for myself, is to keep the game as C&C. Not just the plot, but the whole touch to the game. I've read some reviews that mock the newer C&C games because "It's just the same as the previous, but with better graphics and different units". Well that's exactly how I want it to be. All I personally want is different buildings and units, and enhanced graphics. Changing the C&C basics isn't necessary for me to like the game (For example the Construction Dozer), and in many cases just makes me NOT like it.

But, just in my opinion.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Chronojam](#) on Tue, 07 Dec 2004 14:34:41 GMT
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fun.ea.com exists, interestingly enough.

pouts from not getting any email

Subject: An Interesting E-mail I just recieved from EA
Posted by [Rex](#) on Tue, 07 Dec 2004 14:55:45 GMT
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Ok, lets clear things up:

The email is real. As the mailaddress I received it in has only being used on WestWood.com. (It was also send from an Email Marketing company. So, I don't think an Email Marketing company would send out a hoax...)

Only people that somehow registered on Westwood.com have received the email. (As they used their database)

Ok, now what I think:

I think that after 2 months after the release, there won't be any more updates. After 6 months there will be a lot of cheaters and after 10 months there will be an Anti cheat program made by gamers. Then a year after the release some gamers or whatever will start making there own patches and after 1 or 2 patches they will move on to an other game. Or don't move on at all...

I'll think I'll use a cracked version of this new C&C game (after it has been released), so that I can see if EA is trying to change. If they make at least a few good updates, I will consider to buy the game.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Bearxor](#) on Tue, 07 Dec 2004 15:04:11 GMT
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Guys, this is an email you get if you signed up for something on the generals site. I've been recieving emails from this address for over a year. Not very often, only like once every 3-4 months, but it has nothing to do with WOL.

The only thing 'generals' related I did was sign up for the beta, and if you did that and unchecked the box for e-marketing, you're not likely to get this.

It's legit.

Maybe it will be Renegade 2, since it was in production, after all. They did just say it was 'set in

the RA universe.' I would think a R2 would be more fun than a RA3.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Nukelt15](#) on Tue, 07 Dec 2004 15:29:48 GMT
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While the possibility of a new C&C set in the same universe as the REAL C&C's is a pleasant thought, EA has proven itself time and time again to be incapable of producing the kind of quality work that used to be the cornerstone of C&C.

That said, it's time for the wishlist...I shall call it "Things I'd better see in this game, or you fucktards aren't getting my \$50"

- * The sidebar. Not the bottom-bar, the sidebar. They had a good thing going there, especially with the RA2 version of it. I want all my build menus on the right hand side of my screen.
- * Old-school 2D graphics. 3D is wonderful and all, but C&C doesn't work well with it. I want to be able to play the game on any machine I choose to, be it a powerful beast of a gaming rig or my friend's PIII with no 3D-capable hardware.
- * Base construction limited, as it should be, by the location of power plants.
- * I don't care how many sides are included, but at least two of them had better be called "Allies" or "Soviets." And they had better have the appropriate strengths and weaknesses (i.e. Allies have cheaper, faster, weaker units, Soviets have slower, heavier, more expensive units).
- * Live action briefings, supplemented by the occasional rendered cutscene.
- * Harvesters and refineries. The harvesters will collect gold or gems. They will not be armed, nor will they have any capabilities other than moving, scooping up ore, and dumping it.
- * Superweapons will not be a dominating force in the game. They will be there to supplement the player's armies, not the other way around.
- * Defense structures will be capable only of defending. They will not be built across the damn map and used in place of an attack force. If they are capable of holding back more than a squad of basic infantry, they will require a significant amount of power to operate.
- * There will be a seperate production structure for each type of unit. The structures themselves may not be upgraded. Multiple structures mean faster build times, not multiple units buildable at the same time.
- * The MCV and Construction yard will be the focus of any base. Only a War Factory with a Repair Depot will be able to reproduce an MCV.
- * Units may achieve veteran status, but they may not become uber-0wNz0rZ-j00 super-troopers. Veteran tanks will have advantages, but they will be subtle, and only noticeable when the Veteran units are present in numbers. They will not be able to trample entire armies singlehandedly.
- * It is ok to have commando units. They may not be uber either. They will be specialists in one or two particular roles, but they will have huge, glaring, lethal weaknesses that limit their use.
- * The title will consist of the following letters and symbols, and nothing else: "Comand & Conquer: Red Alert III." There will be no subtitles, and absolutely no mention of "Generals."
- * "Generals" will play no part whatsoever, be it small or large, in the storyline. The events of Generals will not have taken place, nor those of Zero Hour. No unique Generals characters will make an appearance, even if that appearance is something as insignificant as the picture on the RAIII main character's doormat. No unique Generals units will appear. In fact, Generals was never made in the first place, forget we ever did that, we apologize for fucking up the series and beg

your forgiveness.

* There will be either one or two expansions. If they include a story component, they will NOT butcher the existing story, change the events of the story, or go off on ridiculous tangents. They will add units, but those units will not be all-powerful. If a new faction is added, it will be balanced against the existing sides. No units will be taken away from existing sides.

Somehow, I can't see all of that happening.

Subject: An Interesting E-mail I just recieved from EA

Posted by [Rex](#) on Tue, 07 Dec 2004 15:55:44 GMT

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@Nukelt15

Who says it's going to be a RA(2) kind of game? Maybe it will be a game like Renegade.

Anyway, a read a few nice things in your post above.

Subject: An Interesting E-mail I just recieved from EA

Posted by [exnyte](#) on Tue, 07 Dec 2004 17:41:02 GMT

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The e-mailWe are very proud to announce that the team that brought you Command & Conquer™ Red Alert 2™, Command & Conquer™ Yuri's Revenge™, and Command & Conquer™ Generals has officially started work on our next project set in the Red Alert universe!

Subject: An Interesting E-mail I just recieved from EA

Posted by [Falconxl](#) on Tue, 07 Dec 2004 17:47:11 GMT

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Bearxor

The only thing 'generals' related I did was sign up for the beta, and if you did that and unchecked the box for e-marketing, you're not likely to get this.

I unchecked that box and still got the email.

I'm not gonna hold my breath. I've seen EA FUBAR too many things.

Subject: An Interesting E-mail I just recieved from EA

Posted by [SickOptometrist](#) on Tue, 07 Dec 2004 18:13:38 GMT

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Nukelt15

That said, it's time for the wishlist...I shall call it "Things I'd better see in this game, or you fucktards aren't getting my \$50"...

Yes, great advise & everyone should follow his lead if you truly care about what could be...

Subject: An Interesting E-mail I just recieved from EA
Posted by [laeubi](#) on Tue, 07 Dec 2004 19:05:21 GMT

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Quote:Most of you have probably heard of The Lord of the Rings™, The Battle for Middle-earth™ which hits stores this week. We've introduced some really innovative features and gameplay mechanics, which you should definitely check out when you get a chance. Attention the just want you to buy that The Lord of the Rings™ game

Subject: An Interesting E-mail I just recieved from EA
Posted by [rm5248](#) on Tue, 07 Dec 2004 20:03:54 GMT

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EA"This announcement is not going out to the press and it won't appear on the EA website or anywhere else online. "

Yeah... okay....

Subject: An Interesting E-mail I just recieved from EA
Posted by [Deactivated](#) on Tue, 07 Dec 2004 20:45:59 GMT

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It already has gone to press.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Creed3020](#) on Tue, 07 Dec 2004 21:37:51 GMT

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Well Nukeit pretty well summed it all up.

Ya the story line better include some real videos inbetween missions, just isn't C&C without it.

Subject: An Interesting E-mail I just recieved from EA
Posted by [YSLMuffins](#) on Tue, 07 Dec 2004 21:56:25 GMT
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I have to release my initial sentiments.

YES!!!!!!!!!!!!!!!!!!!!!!!!!!!! > x3

I don't know why I'm so optimistic right now, but perhaps the realistic side of me will kick in later.
But for now, *UTTER ELATION*!!!

Subject: An Interesting E-mail I just recieved from EA
Posted by [cheesesoda](#) on Tue, 07 Dec 2004 22:13:50 GMT
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I hope it's not true for the sake of saving the C&C name. C&C is Westwood Studios, not EA. EA just wants money (as all companies do), and they don't give a rats ass about us, just their profits they can get from slapping our beloved C&C name to their game. If there's to be a new C&C game, it should be made by Petroglyph, and not EA.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Nukelt15](#) on Tue, 07 Dec 2004 22:19:49 GMT
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EA's marketing strategy is to sell a game with good graphics, but slightly substandard or crappy gameplay, hope the players are fooled by the eye candy... then sell as many expansions as possible, with as little content as possible, for as much money as possible, for as long as possible. If it doesn't take, it doesn't get supported, expanded, or noticed, and ends up in the bargain bin inside of a month.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cheesesoda](#) on Tue, 07 Dec 2004 22:21:27 GMT
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Which is why we can't allow them to do it to another C&C game.

Subject: An Interesting E-mail I just recieved from EA
Posted by [MilkyLep](#) on Tue, 07 Dec 2004 22:28:47 GMT
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Frankly if it does not have the word "Renegade" anywhere in it, I don't give a damn. I was never really into the RA games, but maybe that is because i never really played 'em. So if EA is going to

kill their employees on the inside at least make it a "Renegade" look-a-like.

.....or better

edit: Yes, it might seem arrogant,jackassish but it's what i feel, and i need to express those feelings. And I don't want to live with that. :rolleyes:

Subject: An Interesting E-mail I just recieved from EA
Posted by [knight1b](#) on Tue, 07 Dec 2004 22:29:00 GMT
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I have to agree this is and interesting way for them to get fairly cheep media coverage for this game. The Email dose seem legit though to fake something like it all you need is emails with all the logos and links and such wouldnt take long to fake but i dont know anyone that would go to the trouble of hacking there data base to get the email addys makeing up a fake email and sending it out. So is it posible this is a fake? Yes but thats highly unlikely. Most likely this is real and lets hope they do it right.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Nukelt15](#) on Tue, 07 Dec 2004 23:25:09 GMT
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How does that old saying go?

Oh yes: "Hope for the best, expect the worst."

Subject: An Interesting E-mail I just recieved from EA
Posted by [cheesesoda](#) on Tue, 07 Dec 2004 23:27:51 GMT
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Nukelt15How does that old saying go?

Oh yes: "Hope for the best, expect the worst."
In EA's case it's, "Expect the worse, and you won't be disappointed."

Subject: An Interesting E-mail I just recieved from EA
Posted by [hunteroo2](#) on Wed, 08 Dec 2004 00:54:34 GMT
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Nukelt15How does that old saying go?

Oh yes: "Hope for the best, expect the worst."

thats true for everything, not just ea...

Subject: An Interesting E-mail I just recieved from EA
Posted by [Fabian](#) on Wed, 08 Dec 2004 02:06:53 GMT
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Don't they say it will be on the SAGE engine? Why would a renegade-type FPS be on the SAGE engine?

I'm pretty sure they are working on an RTS, not an FPS.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cowmisfit](#) on Wed, 08 Dec 2004 02:42:48 GMT
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ITS OFFICAL GUYS

<http://www.cncden.com>

Subject: An Interesting E-mail I just recieved from EA
Posted by [cheesesoda](#) on Wed, 08 Dec 2004 02:45:00 GMT
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Shit. There goes the C&C name down the shitter.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Vitaminous](#) on Wed, 08 Dec 2004 02:57:18 GMT
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And we are the only ones who seem to care...

Ahh, fanboys.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Jecht](#) on Wed, 08 Dec 2004 03:33:37 GMT
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shit, i wanted EA to sell their C&C rights.....well, heres to another crappy C&C game made by the

assholes at EA. who knows, maybe it will be good, but i doubt it.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cowmisfit](#) on Wed, 08 Dec 2004 03:57:08 GMT
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=[DT=gbull=[L]=]shit, i wanted EA to sell their C&C rights.....well, heres to another crappy C&C game made by the assholes at EA. who knows, maybe it will be good, but i doubt it.

Dude, get over it i was like that before too and still am, however ITS NOT GOING TO HAPPEN!!

Subject: An Interesting E-mail I just recieved from EA
Posted by [Rex](#) on Wed, 08 Dec 2004 08:43:40 GMT
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Can't we start an Anti-New-C&C-Games-by-EA-Community ???

Maybe with a few petitions and stuff we can get them to stop making the game???

At the other side, I'm planning to go work for EA the next year, so shhh.. don't tell them I talked bad about them...

Subject: An Interesting E-mail I just recieved from EA
Posted by [Rex](#) on Wed, 08 Dec 2004 08:51:07 GMT
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If they talk so good about CC RA1, RA2, Renegade,etc...

Then why do they act asif those games don't exist???

Look at eagames.com and then search for RENEGADE or go to the gamefinder and type look for "RED ALERT"....

BTW, you can also type in "Dune, Emperor, Battle for Dune or Blade Runner". (But it will give no results)

My point is that first they don't wanna know shit about us. They don't wanna support these games in any way. And when they see that we are complaining, they just release a new game instead of supporting the oldies... (Doh... all they want is our money...)

Like I said before: There is no way I'm going to buy the game! I'll use a cracked version right when it comes out.

Subject: An Interesting E-mail I just recieved from EA

Posted by [Jecht](#) on Wed, 08 Dec 2004 12:47:33 GMT

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have fun with the lawsuits when they track your IP Rex.... and cow I suppose your right, something is better than nothing.

Subject: An Interesting E-mail I just recieved from EA

Posted by [cheesesoda](#) on Wed, 08 Dec 2004 14:42:56 GMT

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A piece of shit game is better than the sanctity of the C&C name?

Subject: An Interesting E-mail I just recieved from EA

Posted by [Jecht](#) on Wed, 08 Dec 2004 15:38:37 GMT

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hell i dont care bout C&C name, its already shot. I just want something to do.

Subject: An Interesting E-mail I just recieved from EA

Posted by [Vitaminous](#) on Wed, 08 Dec 2004 17:12:03 GMT

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SEALDon't they say it will be on the SAGE engine? Why would a renegade-type FPS be on the SAGE engine?

I'm pretty sure they are working on an RTS, not an FPS.

SAGE = W3D

Subject: An Interesting E-mail I just recieved from EA

Posted by [bigejoe14](#) on Wed, 08 Dec 2004 18:50:01 GMT

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I wish some of you people would just shut the fuck up. You complained that you wanted a new C&C game for so long, you finally got one now, but you turn right back around and bitch about the fact that EA is making it.

Say you like it, say you hate it, then just shut up. We don't need anymore of this "EA SUX" bullshit.

Subject: An Interesting E-mail I just recieved from EA
Posted by [exnyte](#) on Wed, 08 Dec 2004 19:55:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

bigejoe14 Say you like it, say you hate it, then just shut up. We don't need anymore of this "EA SUX" bullshit.

Exactly.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Madtone](#) on Wed, 08 Dec 2004 20:31:31 GMT
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Very well said, couldn't of put it better myself.

C'mon guys it gets to a point where its silly!

Subject: An Interesting E-mail I just recieved from EA
Posted by [phlakaton](#) on Wed, 08 Dec 2004 20:43:20 GMT
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It's real. It's also an indication to me that the C&C Universe... the intellectual property of EA... is now in serious trouble. Who knows what kind of crap those execs will spit out in the next cycle of C&C games. Red Alert was made by all those involved on this last RTS LOTR... Skaggs, Bonin, Browder... they handled RA ok... but having the C&C Universe in their hands is a frightening thing. I hope it's not ruined forever.

Subject: An Interesting E-mail I just recieved from EA
Posted by [phlakaton](#) on Wed, 08 Dec 2004 20:44:42 GMT
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bigejoe14 I wish some of you people would just shut the fuck up. You complained that you wanted a new C&C game for so long, you finally got one now, but you turn right back around and bitch about the fact that EA is making it.

Say you like it, say you hate it, then just shut up. We don't need anymore of this "EA SUX" bullshit.

EA sucks. HAHHAHAHA. I can say it because I worked at that ... shop. SWEAT SHOP.

Subject: An Interesting E-mail I just recieved from EA

Posted by [Deactivated](#) on Wed, 08 Dec 2004 20:52:45 GMT

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phlakatonEA sucks. HAHHAHAHA. I can say it because I worked at that ... shop. SWEAT SHOP.

You're not the only one.

http://www.livejournal.com/users/ea_spouse/274.html

Subject: An Interesting E-mail I just recieved from EA

Posted by [bigejoe14](#) on Wed, 08 Dec 2004 20:58:44 GMT

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phlakatonIt's real. It's also an indication to me that the C&C Universe... the intellectual property of EA... is now in serious trouble. Who knows what kind of crap those execs will spit out in the next cycle of C&C games. Red Alert was made by all those involved on this last RTS LOTR... Skaggs, Bonin, Browder... they handled RA ok... but having the C&C Universe in their hands is a frightening thing. I hope it's not ruined forever.

You act as if it's a matter of life or death. It's a fucking computer game. Get over yourself.

Subject: An Interesting E-mail I just recieved from EA

Posted by [cheesesoda](#) on Wed, 08 Dec 2004 21:04:00 GMT

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Come on, you can't honestly think that EA is going to do the C&C name proud? They're going to kill the dynasty that has been built all in one foul swoop.

Subject: An Interesting E-mail I just recieved from EA

Posted by [Hydra](#) on Wed, 08 Dec 2004 21:09:40 GMT

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bigejoe14You act as if it's a matter of life or death. It's a fucking computer game. Get over yourself.

I can see why it would be more important to him, though, since he worked there and helped to create C&C, and he's angered by EA's executives killing off that which he spent so much time creating.

It's a computer game to you, but it's his livelihood to him.

Subject: An Interesting E-mail I just recieved from EA

Posted by [Naamloos](#) on Wed, 08 Dec 2004 21:12:05 GMT

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bigejoe14It's a fucking computer game.

It... is?

Subject: An Interesting E-mail I just recieved from EA
Posted by [Deactivated](#) on Wed, 08 Dec 2004 21:39:13 GMT
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C&C isn't just any game.. it changed the way of my life and interests.

Subject: An Interesting E-mail I just recieved from EA
Posted by [emperorz0](#) on Wed, 08 Dec 2004 21:48:14 GMT
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I want that a huge meteor destroys EA main building and takes C&C rights also. So if Westwood cant get C&C rights (as it should), no one will get them. Muahaha..

Subject: An Interesting E-mail I just recieved from EA
Posted by [bigejoe14](#) on Wed, 08 Dec 2004 21:52:19 GMT
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Quote:Come on, you can't honestly think that EA is going to do the C&C name proud?
The C&C name was ruined the day Generals was announced, but that dosen't mean it's not possible for EA to do the name at least a little justice. I'm just tired of you people crying over milk that was spilt over three years ago.

I may have been a bit rash when I said that it was just a stupid computer game and I'm sorry for that, but I've just about had it with some of you people.

"Man, I wish EA would make a new C&C game."

E-mail comes out confirming new C&C game

"Oh fuck no! EA's making a new C&C! They're gonna ruin the whole thing!"

Do you see what I'm getting at? You people practically beg for a new game but then cry as if your mom died when they are finally making one. That kind of thing automatically makes you a retard in my book.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Deactivated](#) on Wed, 08 Dec 2004 21:55:20 GMT
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http://www.tasmediafile.com/Projects/CnC3_Project.htm

I want this game, not Red Alert 3!

Subject: An Interesting E-mail I just recieved from EA
Posted by [Naamloos](#) on Wed, 08 Dec 2004 21:56:44 GMT
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TT > CA2 (crap alert 2)

Subject: An Interesting E-mail I just recieved from EA
Posted by [emperorz0](#) on Wed, 08 Dec 2004 21:59:01 GMT
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Quote:The C&C name was ruined the day Generals was announced
EA didnt make that game, it was Westwood pacific? and also Westwood itself. And everyone knew that what kind of game Generals was before it was even released. And almost no one was against it, I think. But soon after Generals was released and EA decided to close Westwood, most of c&c fans were against Generals.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cowmisfit](#) on Wed, 08 Dec 2004 22:02:14 GMT
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SeaManC&C isn't just any game.. it changed the way of my life and interests.

Same thing here.

It may be just a game, but its completly changed my life. Before i was introduced to C&C oo so many years ago my goals were to be something average like a doctor or lawyer something. i didn't know shit about computers, now look at me, im A+ certified and will be CISCO at the end of next year when im done with teh course. I now want to be a photo fixer (Photoshop edits and such for old photos) SOMething with gfx on side and as my main job an Computer "Security" (Hax0r) for the Army.

Subject: An Interesting E-mail I just recieved from EA
Posted by [WNxCABAL](#) on Wed, 08 Dec 2004 22:15:59 GMT
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Yea, I have to agree!
C&C has this unique gift.

C&C is like the worlds longest lasting story, the history and research that was put into the originals by WW is just umbelievable.

Later on EA bought them out as we all know, so the story came a little "EA".

IMO, Each C&C runs along this odd but understandable storyline.

So when you play one C&C game, and you have some knowledge in the C&C universe, you instantly know where along the story you are.

Sure, the order of the games that have been released in the past hasn't followed an exact order, but that, to me, is what makes a C&C.

Not only is it the "timescales" that makes me a C&C enthusiast. But the whole reality combined fiction.

For example, GDI/Allies, the good guys. VS. Nod/Soviets, the bad guys.

In real life there aren't a GDI and a Nod, but there are the armys of war!

I mean okay, the armys of today don't have the Obi's, Hover MRLS, Stealth Tank (the C&C extent) and all of that. But thats what makes it C&C! Making real life combined true fiction.

It just has that essence, that idea, that plot which makes you gasping for more.

Personally, C&C: RA1 & 2, I have never really liked to play, but I do enjoy the plots each of them brings.

Will RA3 be revised?

Will RA3 be FUBAR?

Will RA3 be like other EA games with funny characters?

Nobody other than EA Developers can comment on that.

So for now, I think it isn't the right time to say EA are going to screw it up!!!

You think I'm mad for saying that?

Personally I do too, but you cannot live life making thoughts before they have come into light.

Maybe, this is only a maybe (on the scale of 3 / 10) EA could have sat down and said, okay, whats gone wrong in the past, what do we do to resolve it?

There could be a chance EA (please notice the word could) take this into consideration and attempt to fix C&C.

Even if they don't "fix" C&C, and they bring out something within our thoughts and out of this world. As long as it has a C&C title, it will sell.

It will still be another chapter to the C&C storyline/universe.

If you think I'm mad for saying the above and you feel I'm wrong.

In your eyes I could be wrong, but, that is the way I feel about C&C.

C&C was my first game for my first personal games console (PS1).

C&C has been around in my life for a very long time and within the past year or 2, I have really got into it even more than I did.

Other games just cannot reach the level of Command & Conquer IMO.

There is no background, nothing as much intense as a C&C game.

That is my whole opinion and nothing more.
No facts are stated in the above.

Cheers for reading guys.
Asleep yet?
Sorry
Once I start, I can't stop

C yA,

Andy

Subject: An Interesting E-mail I just recieved from EA
Posted by [WNxCABAL](#) on Wed, 08 Dec 2004 22:25:34 GMT
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cowmisfitSeaManC&C isn't just any game.. it changed the way of my life and interests.

Same thing here.

It may be just a game, but its completly changed my life. Before i was introduced to C&C oo so many years ago my goals were to be something average like a doctor or lawyer something. i didn't know shit about computers, now look at me, im A+ certified and will be CISCO at the end of next year when im done with teh course. I now want to be a photo fixer (Photoshop edits and such for old photos) SOMething with gfx on side and as my main job an Computer "Security" (Hax0r) for the Army.

Yea, speaking of which.

If it wasn't for C&C: Renegade
I wouldn't be where I am today.

I have made friends with many people accross the net,
Learned new skills in 3d design.

Learned some graphic design.

Learned Web Design (a C&C based site)

Got into more advanced levels of computing.

Almost completed a 18 month college course which involves getting an A+ in Maintaining Hardware & Supporting System operation (hardware & Software), Customer Support, Networking, Communication skills, Maths.

I wouldn't be as inspired to the whole computing industry if it wasn't for C&C IMO.
It has been a long hobby and a fun journey.

Subject: An Interesting E-mail I just recieved from EA
Posted by [phlakaton](#) on Wed, 08 Dec 2004 22:40:31 GMT
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bigejoe14phlakaton!It's real. It's also an indication to me that the C&C Universe... the intellectual property of EA... is now in serious trouble. Who knows what kind of crap those execs will spit out in the next cycle of C&C games. Red Alert was made by all those involved on this last RTS LOTR... Skaggs, Bonin, Browder... they handled RA ok... but having the C&C Universe in their hands is a frightening thing. I hope it's not ruined forever.

You act as if it's a matter of life or death. It's a fucking computer game. Get over yourself.

Class act fucko. You wake up on the wrong side of the bed? Too much anger for one person.

Subject: An Interesting E-mail I just recieved from EA
Posted by [bigejoe14](#) on Wed, 08 Dec 2004 22:51:41 GMT

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Hardly...

Subject: An Interesting E-mail I just recieved from EA
Posted by [cheesesoda](#) on Wed, 08 Dec 2004 22:56:16 GMT

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bigejoe14I may have been a bit rash when I said that it was just a stupid computer game and I'm sorry for that, but I've just about had it with some of you people.

"Man, I wish EA would make a new C&C game."

E-mail comes out confirming new C&C game

"Oh fuck no! EA's making a new C&C! They're gonna ruin the whole thing!"

Do you see what I'm getting at? You people practically beg for a new game but then cry as if your mom died when they are finally making one. That kind of thing automatically makes you a retard in my book.

I'm not like that. I don't want C&C to end, but I don't want EA to take over it. I'd rather see a saga end rather than have it continue only to be tarnished, like when Michael Jordan came back to basketball after retiring for a second time.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Crimson](#) on Wed, 08 Dec 2004 23:54:00 GMT

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These are the same people who bitch that EA/Westwood doesn't patch Renegade anymore, then we (BHS) make a patch and they bitch at the new "features" even though they are what Westwood intended in the first place but didn't work because of bugs.

Subject: An Interesting E-mail I just recieved from EA
Posted by [cowmisfit](#) on Wed, 08 Dec 2004 23:58:56 GMT
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Because people suck, don't know how to be greatful for what they do deserve. Its always I WANT MORE MORE MORE AND I WANT YOU TO DO IT BECAUSE I CAN"T, AND IF YOU DON"T WAIST YORU TIME TO MAKE ME SOMETHING NEW, YOU SUCK AND DIE!

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Thu, 09 Dec 2004 00:19:41 GMT
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FFS, stop whining and just wait and see what happens.

I'm sorry, but this is pathetic, just give them a chance and then you can bitch all you want. The only C&C game they've screwed up on was Generals, and Generals was started by Westwood. EA Games has never tried starting an original C&C game (in the Tiberian Universe) until now. So it's retarded to say "EA WILL KILL ALL C&C GAMES THEY MAKE".

Subject: An Interesting E-mail I just recieved from EA
Posted by [Vitaminous](#) on Thu, 09 Dec 2004 00:23:32 GMT
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Hum, dude... They're working on Red Alert 3... Which... Technically should be before the Tiberium meteor hit the planet.

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Thu, 09 Dec 2004 00:25:52 GMT
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As far as I know, all C&C games were technically classified in the Tiberian Universe.

Subject: An Interesting E-mail I just recieved from EA
Posted by [ViolentOrgy](#) on Thu, 09 Dec 2004 00:41:46 GMT
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wasnt it like cnc red alert then it splits into two universes? like cnc original comes after where the soviets win and cnc red alert 2 is after the allies win in red alert 1, cnc tib sun is after cnc original after gdi wins and yuri's rev is after red alert 2 where the allies win.

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Thu, 09 Dec 2004 00:52:31 GMT
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I'm not sure. It's all very confusing. Red Alert and Tiberian Dawn are a bit linked, since GDI being formed was mentioned in Red Alert (I think).

Subject: An Interesting E-mail I just recieved from EA
Posted by [phlakaton](#) on Thu, 09 Dec 2004 01:06:56 GMT
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Don't confuse EA Pacific (formerly a Westwood "studio" - WAY BACK) with Westwood Studios - LV. The core of C&C is in Las Vegas... still is too if you talk about the people who made it happen (except for Brett who is in Laguna). Pacific Westwood (Irvine) was run by Mark Skaggs and he was doing his own thing down there for the most part... EA bought it all up at the end of '98 if memory serves... and then pacific was solely an EA Irvine studio... Westwood and Irvine were not really doing much together anymore after '99. Red Alert was made and you hardly heard much about it at home here in Vegas. Tiberian Sun was the last C&C title out of Las Vegas & the real Westwood and all the other C&C titles are bogus as far as I'm concerned.

It's just a game though.

Subject: An Interesting E-mail I just recieved from EA
Posted by [rm5248](#) on Thu, 09 Dec 2004 01:11:57 GMT
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<http://www.planetcnc.com/obelisk/text/ccstory.txt>

Story of CNC that I found a while ago... =/

Subject: An Interesting E-mail I just recieved from EA
Posted by [Vitaminous](#) on Thu, 09 Dec 2004 01:35:00 GMT
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icedog90As far as I know, all C&C games were technically classified in the Tiberian Universe.

The whole series excluding Generals = C&C Universe.
Pre-meteor semi-universe: Tiberian Universe.
Post-meteor semi-universe: Red Alert Universe.

Subject: An Interesting E-mail I just recieved from EA
Posted by [icedog90](#) on Thu, 09 Dec 2004 01:37:07 GMT

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I'm only saying that because I've never heard of the name "Red Alert Universe."

Subject: An Interesting E-mail I just recieved from EA

Posted by [xptek](#) on Thu, 09 Dec 2004 01:41:15 GMT

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Aprimeicedog90As far as I know, all C&C games were technically classified in the Tiberian Universe.

The whole series excluding Generals = C&C Universe.

Pre-meteor semi-universe: Tiberian Universe.

Post-meteor semi-universe: Red Alert Universe.

Reverse that?

Subject: An Interesting E-mail I just recieved from EA

Posted by [Vitaminous](#) on Thu, 09 Dec 2004 01:57:02 GMT

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Quote:[20] <Havocide3> rofl

[20] <+Vitaminous> ^^ditto

[20] <Havocide3> IGN looks forward to RA3

[20] <Havocide3> and makes thid

[20] <Havocide3> this*

[20] <Havocide3> We'll have more info as the story develops. Let's just hope it's not a sequel to Renegade.

[20] <Havocide3> !

Quote:December 06, 2004 - You may be aware that the Command & Conquer games have a newsletter to, well, keep fanboys updated on the series. What you may not be aware of is that Mark Skaggs, Vice Assrammer and Executive Cocksucker over at EA, dropped a shit on the email list by announcing another game set in the Red Alert universe, as reported by our mindless slaves over at PlanetCNC. And an exclusive newsletter announcement that stayed exclusive for approximately three and half seconds, Mr. Skaggs had this to say, in part:

"...We have a MINOR announcement to make and we are making it non-exclusively to our short time BFME fans. This announcement is going out to the press and it will appear on the EA website or anywhere else offline. We are very ashamed to announce that the team that brought you Command & Conquer(TM) Red Alert 2(TM), Command & Conquer(TM) Yuri's Pathetic Revenge, and Command & Conquer(TM) OMGANTHRAXXX has officially started work on our next project set in the (totally made up) Red Alert universe!"

We'll have more info as the story develops. Let's just hope it's not a sequel to Renegade.

This message has been edited by me... Why? Because I'm extremely bored.

Subject: An Interesting E-mail I just recieved from EA
Posted by [Creed3020](#) on Thu, 09 Dec 2004 02:24:41 GMT
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SeaManhttp://www.tasmediafile.com/Projects/CnC3_Project.htm

I want this game, not Red Alert 3!

Nice concept work.

I really like the side bar in this image:

Subject: An Interesting E-mail I just recieved from EA
Posted by [Jecht](#) on Thu, 09 Dec 2004 02:38:56 GMT
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icedog90I'm only saying that because I've never heard of the name "Red Alert Universe."

im with you dude.
