

---

Subject: New Command & Conquer Info

Posted by [team4200r](#) on Thu, 03 Nov 2005 06:17:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Has anyone seen the info at <http://www.cncden.com> talking about a big announcement on Nov. 3 at <http://www.commandandconquer.ea.com>. I'm not sure what it will be but i also know the <http://www.commandandconquer.com> will have the same info, at the time of this posting the links still just redirect to generals page but Apoc said that it would be redirected sometime today.

---

---

Subject: Re: New Command & Conquer Info

Posted by [icedog90](#) on Thu, 03 Nov 2005 07:15:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

CNCDEN Just a friendly Lion reminder about tomorrow and a specific link that Aaron Kaufman alerted us to:

Aaron: We have something BIG planned, so make sure to check [HERE](#) on November 3rd! (PS: link will be redirected on that day)

I have no idea as to the specific time when the link will be redirected. I have to work on Thursday...won't be back in till sometime in the afternoon. So if something really important comes up, help out the Lion and post it in the comments section so I'll know when I get in.

Interesting. Tomorrow = a happy day then. I will get to see what this commotion is all about, and my Geforce 6800 will arrive through mail.

---

---

Subject: Re: New Command & Conquer Info

Posted by [light](#) on Thu, 03 Nov 2005 07:52:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's 8:49pm on the 3rd November here, and still nothing.

Stupid time zones, this thing has me interested and will probably pop up whilst im asleep.

---

---

Subject: Re: New Command & Conquer Info

Posted by [Goztow](#) on Thu, 03 Nov 2005 08:03:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

9h here and nothing . Come on EA!

---

---

Subject: Re: New Command & Conquer Info

Posted by [team4200r](#) on Thu, 03 Nov 2005 08:05:00 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

It's only 12:00am at EA on pst.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Renardin6](#) on Thu, 03 Nov 2005 12:09:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

03/11 GMT+1 : 1:00 PM

nothing.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Crimson](#) on Thu, 03 Nov 2005 12:16:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's like 4am on the West Coast of the US.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Chronojam](#) on Thu, 03 Nov 2005 16:55:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's noon here on the East Coast, GMT-5, WestCoast+3.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Coolair](#) on Thu, 03 Nov 2005 18:50:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

So it must be that Generals patch then :/

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Renardin6](#) on Thu, 03 Nov 2005 19:19:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If it's Generals 2... NO! It can't happen!

---

---

Subject: Re: New Command & Conquer Info  
Posted by [JPNOD](#) on Thu, 03 Nov 2005 20:40:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

RENEGADE 2 I WISH LOL

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Kanezor](#) on Thu, 03 Nov 2005 20:57:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JPNOD wrote on Thu, 03 November 2005 14:40RENEGADE 2 I WISH LOL

---

---

Subject: Re: New Command & Conquer Info  
Posted by [bigejoe14](#) on Thu, 03 Nov 2005 21:07:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Tiberian Twilight please, Ok? Thanks!

---

---

Subject: Re: New Command & Conquer Info  
Posted by [JeepRubi](#) on Thu, 03 Nov 2005 21:18:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nothing yet

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Renx](#) on Thu, 03 Nov 2005 21:42:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I probably win a million dollars or something

---

---

Subject: Re: New Command & Conquer Info  
Posted by [TD](#) on Thu, 03 Nov 2005 21:53:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Redirection has been removed, site just keeps loading and loading and loading... At least, for me it is...

EDIT: Gah, it was just a connection problem :\

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Kanezor](#) on Thu, 03 Nov 2005 21:55:07 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

TD wrote on Thu, 03 November 2005 16:53 Redirection has been removed, site just keeps loading and loading and loading... At least, for me it is...  
It was moved to  
<http://www.eagames.com/official/cc/generals/us/home.jsp>

---

---

Subject: Re: New Command & Conquer Info  
Posted by [YSLMuffins](#) on Thu, 03 Nov 2005 22:07:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

LOL 10,000 eager fans checking the page every 10 seconds...

I'm going to kill something if it's the ZH patch.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Tunaman](#) on Thu, 03 Nov 2005 22:45:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Kanezor wrote on Thu, 03 November 2005 15:57 JPNOD wrote on Thu, 03 November 2005 14:40 RENEGADE 2 I WISH LOL

Maybe if we all wish together, it will come true!

---

---

Subject: Re: New Command & Conquer Info  
Posted by [AADude7](#) on Thu, 03 Nov 2005 22:49:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Just like magic, eh? \*Votes in secret ballot room\* "Tiberium Twilight please "

---

---

Subject: Re: New Command & Conquer Info  
Posted by [JeepRubi](#) on Thu, 03 Nov 2005 22:50:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Probably nothing special.

then again if it was in the same message as the wol xwis stuff it has nothing to do with generals or zh

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Kytten9](#) on Thu, 03 Nov 2005 23:05:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

YSLMuffins wrote on Thu, 03 November 2005 17:07LOL 10,000 eager fans checking the page every 10 seconds...

I'm going to kill something if it's the ZH patch.

/me hides....

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Jecht](#) on Thu, 03 Nov 2005 23:09:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

\*Wishes for Tiberian Twilight. 6pm EST and still no news.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Dave Mason](#) on Thu, 03 Nov 2005 23:19:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No news? That's because the orangoutang in charge of C&C just realised April Fools day is in April.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Naamloos](#) on Fri, 04 Nov 2005 00:21:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Delayed till 4th november...

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Demolition man](#) on Fri, 04 Nov 2005 00:22:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

it is the 4th

---

---

Subject: Re: New Command & Conquer Info

---

Posted by [Renx](#) on Fri, 04 Nov 2005 00:45:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Most updates in general don't come until 5:00pm GMT -8, from what I've seen. That's 15 minutes from now.

---

Subject: Re: New Command & Conquer Info

Posted by [omega79](#) on Fri, 04 Nov 2005 01:26:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

seems like it is just another bad joke to pizz off the community ...  
guess ea likes to torture us

---

Subject: Re: New Command & Conquer Info

Posted by [Jecht](#) on Fri, 04 Nov 2005 01:31:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Naamlos, where did you read that it was postponed?

---

Subject: Re: New Command & Conquer Info

Posted by [RyuKishen](#) on Fri, 04 Nov 2005 01:36:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<http://www.cncden.com>

---

Subject: Re: New Command & Conquer Info

Posted by [Jecht](#) on Fri, 04 Nov 2005 01:38:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thank you, Ryukishen.

---

Subject: Re: New Command & Conquer Info

Posted by [Kamuix](#) on Fri, 04 Nov 2005 02:22:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

COMMAND & CONQUER THE FIRST DECADE

Is that the new C&C?

---

---



Posted by [Kamuix](#) on Fri, 04 Nov 2005 03:30:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Idd better be a new game. If not that would be a RIP IN THE PANTS!!!!

---

Subject: Re: New Command & Conquer Info

Posted by [Oblivion165](#) on Fri, 04 Nov 2005 03:42:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

From the faded imagery in the background it looks like new models. I dont reconize anything from another game. I personally HATE prequels though. If it was so good in the first place then why didnt they make it instead. Bah hate prequels.

---

Subject: Re: New Command & Conquer Info

Posted by [cheesesoda](#) on Fri, 04 Nov 2005 03:43:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It makes no sense to be "The First Decade" if it's a game.

---

Subject: Re: New Command & Conquer Info

Posted by [Jecht](#) on Fri, 04 Nov 2005 03:47:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Can someone post a link please.

EDIT: nevermind, I just had to clear my cache.

I don't see the "new" models, all I see is a picture of a Hover MRLs from Tiberian sun.

---

Subject: Re: New Command & Conquer Info

Posted by [Kamuix](#) on Fri, 04 Nov 2005 04:21:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

They Canclcd Red Alert 3

### File Attachments

---

1) [wed3.JPG](#), downloaded 758 times

---





---

Subject: Re: New Command & Conquer Info  
Posted by [Enforcer](#) on Fri, 04 Nov 2005 08:13:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Quote:we recognize the heart and soul of this franchise: the community.

since when did EA give shit about the community ?

---

Subject: Re: New Command & Conquer Info  
Posted by [dead6re](#) on Fri, 04 Nov 2005 08:24:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Since when they moved our servers to XWIS.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [JPNOD](#) on Fri, 04 Nov 2005 08:30:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hmm, I thought it would come the 3rd, it's the 4th here and now finally something on that page changed. But it still isn't redirected to the site it is supposed to be? I guess they just made this as a banner to keep us in excitement well they are still working on that site or something like that.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [icedog90](#) on Fri, 04 Nov 2005 08:57:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

JPNOD wrote on Fri, 04 November 2005 00:30hmm, I thought it would come the 3rd, it's the 4th here and now finally something on that page changed. But it still isn't redirected to the site it is supposed to be? I guess they just made this as a banner to keep us in excitement well they are still working on that site or something like that.

I don't get how many times people have to say this... EA Games is on the PACIFIC TIME ZONE. It is currently 12:56 AM on November 4th right now (where EA is located and where I live). They are NOT going to update their site the SECOND it becomes November 4th.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Crimson](#) on Fri, 04 Nov 2005 09:48:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

APOCHey guys!

I see there is quite a stir in the C&C community today and am excited to see your excitement. I can't wait to see your video submissions for our upcoming project.

To give you an update, we will be sharing what the videos will be used for tomorrow. Sorry you have to wait one more day!

Also note that the link I provided to you below will host our news tomorrow. Are YOU the biggest C&C fan?!?!?

APOC

I notice the page now says "Command and Conquer: The First Decade".

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Renardin6](#) on Fri, 04 Nov 2005 12:20:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

In other words, a second decade will come.

Or they shouldn't call that a 'first'...

---

---

Subject: Re: New Command & Conquer Info  
Posted by [cheesesoda](#) on Fri, 04 Nov 2005 14:30:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Enforcer wrote on Fri, 04 November 2005 02:13Quote:we recognize the heart and soul of this franchise: the community.

since when did EA give shit about the community ?

They don't, which is why they threw "The First Decade" together, so they could milk money out of the franchise some more. My guess is the name is just to give false hopes that there'll be a second decade of C&C games.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Naamloos](#) on Fri, 04 Nov 2005 14:39:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Renardin6 wrote on Fri, 04 November 2005 13:20In other words, a second decade will come.

Or they shouldn't call that a 'first'...

It's probably a hint for a new C&C yes.

It seems this is a pack will be containing all the C&C's ever made, working on XP and maybe a few extra's (that's what some online stores and a news post on cncden seems to say). I may buy it 16 feb 2006 (release date) since I never got the Red Alert expansions and lost my TD Nod disk

Edit: <http://biz.yahoo.com/bw/051104/20051104005269.html?.v=1>

Could be intresting, not as much as a new C&C though.

---

---

Subject: Re: New Command & Conquer Info

Posted by [Kanezor](#) on Fri, 04 Nov 2005 15:14:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If "The First Decade" is big news, then my dog probably could have made bigger news. And I don't even have a dog.

---

Subject: Re: New Command & Conquer Info

Posted by [JPNOD](#) on Fri, 04 Nov 2005 15:36:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

lol...

Ohwell, it brings in some more people to Ren I guess.

But I'm not buying that since, I have 2 huge boxes of TD and RA1 with td cover, and aftermath and counterstrike in it.

Also where is Sole survivor? that is a game that I never saw in stores here (The Netherlands) I know that it's bassicly just TD but with online play?

---

Subject: Re: New Command & Conquer Info

Posted by [Jecht](#) on Fri, 04 Nov 2005 15:48:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

if they put out a compilation i would buy it just for TD. I dont have those disks anymore

---

Subject: Re: New Command & Conquer Info

Posted by [Weirdo](#) on Fri, 04 Nov 2005 16:56:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

There already is a box, containing TD RA TS RA2 and Renegade. I doubt a version with Generals will be the new thing.

Anyways I would be also quite suprised if they announced a new game. To be honest, I doubt this will be anything big. EA has the habit of making things sound better than they are. Hey people we decided to finally kill WOL. But don't worry, we will make it so that you can play on a 3rd party's alternative server. Isn't that a great thing to do to celebrate 10 years of C&C.

Update: It is a compilation disk.

Quote:EDWOOD CITY, Calif.--(BUSINESS WIRE)--Nov. 4, 2005

Experience the award-winning Command & Conquer(TM) (C&C) series like never before!  
Electronic Arts (NASDAQ:ERTS - News) today announced, Command & Conquer(TM) The First

---

Decade, one of the largest PC franchise compilations to date. Scheduled for release in February 2006, the title celebrates the 10th anniversary of this innovative franchise. This special collector's edition will include a dozen of your favorite C&C games spanning over the last ten years plus a bonus DVD of commemorative video features.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [JeepRubi](#) on Fri, 04 Nov 2005 17:02:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

what a ripoff i was actually starting to like EA.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Chronojam](#) on Fri, 04 Nov 2005 17:13:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Oh, I called it right. I'm kinda upset I edited my original post, because I actually called both the games and the inclusion of the fan films, specifically.

Kinda funny that EA's way to give back to the community is to resell the games to us along with our own fan creations. "Thanks for buying our games and making fan films for us. Here, please rebuy all the games and those great fan films you made!"

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Scythar](#) on Fri, 04 Nov 2005 17:30:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Twelve Titles From Top 5 Best-Selling\* PC Franchise of All-Time Plus Bonus DVD

The bonus DVD sounds interesting. I have all the other stuff already though, so...it all depends how much it costs.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Oblivion165](#) on Fri, 04 Nov 2005 17:47:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

US MSRP of \$39.99.

Not that bad, i could use ANOTHER renegade serial. I have a small collection of valid ones for my network.

But more importantly, i never even heard of "Command & Conquer The Covert Operations™ (April 1996)"

or "Command & Conquer Red Alert Counterstrike™ (Mar. 1997"

---

---

Subject: Re: New Command & Conquer Info  
Posted by [idebo](#) on Fri, 04 Nov 2005 17:51:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Oblivion165 wrote on Fri, 04 November 2005 12:47But more importantly, i never even heard of "Command & Conquer The Covert Operations™ (April 1996)" or "Command & Conquer Red Alert Counterstrike™ (Mar. 1997"

Those are must haves, if you play those games that is.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Oblivion165](#) on Fri, 04 Nov 2005 17:53:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

idebo wrote on Fri, 04 November 2005 12:51Oblivion165 wrote on Fri, 04 November 2005 12:47But more importantly, i never even heard of "Command & Conquer The Covert Operations™ (April 1996)" or "Command & Conquer Red Alert Counterstrike™ (Mar. 1997"

Those are must haves, if you play those games that is.

Ok good, ill get a copy. Red Alert is one of my top 5, so ill really should aquire a copy from my local torrent/newzbin/limewire retail outlet.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Weirdo](#) on Fri, 04 Nov 2005 18:52:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Basicly the box contains everything I have. Except it doesn't have sole survivor. Which is the only title I also don't have.

And the box doesn't have C&C (Dos). Wich I do have, so my own collection of titles is already more than they have.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Renx](#) on Fri, 04 Nov 2005 20:17:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If they make all the games work on XP, I will definitely buy this. Not that SK/Scorp's fix wasn't fun  
Not to mention making them work at higher resolutions, and with better colors.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [JPNOD](#) on Fri, 04 Nov 2005 20:28:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, that would be nice.

I got all the C&C Games to work on XP pro with SP2 except Yuri's revenge which loads but then hangs at the intro.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [light](#) on Fri, 04 Nov 2005 20:52:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'd be interested to check XP compatability, and support for TCP/IP Lan.

From a link on CnCDen:

Recommended

Operating System: Windows XP  
Processor: CPU Pentium 4 2.4GHz or Athlon64 3000  
Video Card: Geforce FX 5700 or Radeon 9600 or higher  
CD-ROM: CDRom 52x or DVD Rom 16x  
RAM: 512 MB RAM

Minimum

Operating System: Windows 98/2000/ME/XP  
Processor: Pentium PIII 800 MHz Processor or AMD Athlon  
Video Card: NVIDIA GeForce 2™ or ATI Radeon™ 7000 or higher  
CD-ROM: 4X or Faster  
RAM: 256 MB RAM

And RA2 requires a 266Mhz PII.....

Basically, it's the final release for C&C, EA Games need more money to support their BF2 projects.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [genetix](#) on Fri, 04 Nov 2005 23:45:50 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

No C&C Sole Survivor? That's the only game I'm missing from the whole collection.

From those who haven't heard of it, it's the Multiplayer expansion for the original C&C. I saw it on eBay ONCE and it sold for like 5 bucks. I'm still kicking myself because I didn't buy it.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [icedog90](#) on Fri, 04 Nov 2005 23:49:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's a nice compilation, but EA is just trying to milk as much money out of this as they can. It's obvious.

I have all of the games already (legally, yes) except for Sole Survivor and Red Alert: Counter-Strike.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [rm5248](#) on Sat, 05 Nov 2005 01:56:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Renx wrote on Fri, 04 November 2005 14:17: If they make all the games work on XP, I will definitely buy this. Not that SK/Scorp's fix wasn't fun

Not to mention making them work at higher resolutions, and with better colors.

I'd only buy this if they worked on XP like you said. Presumably they will, as it says that it is "under development".

Ah well. If I get it that'll mean that I have 1 copy TD, 2 RA (2 Aftermath, 1 CS), 2 RA2 & YR, 2 TS & Firestorm, 2 Renegade, 1 Generals.

Yep. I'm set if I have to spend the rest of my life in a nuclear bunker. I mean, who could go wrong with all that C&C?

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Chronojam](#) on Sat, 05 Nov 2005 04:42:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ya know, if Westwood was doing this, we would have a shot at updated/changed cutscenes and changed/enhanced music and graphics.

But EA's doing it, so the chances drop significantly.

---

---



Subject: Re: New Command & Conquer Info  
Posted by [Nukelt15](#) on Sat, 05 Nov 2005 05:13:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:Ya know, if Westwood was doing this, we would have a shot at a new game worthy of the title and the support to back it up.

Fixed.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [icedog90](#) on Sat, 05 Nov 2005 07:43:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Chronojam wrote on Fri, 04 November 2005 20:42Ya know, if Westwood was doing this, we would have a shot at updated/changed cutscenes and changed/enhanced music and graphics.

But EA's doing it, so the chances drop significantly.

If only. It would be nice to have the Renegade engine updated with better graphics.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [JPNOD](#) on Sat, 05 Nov 2005 08:54:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Or since EA has the source code?

Fix the ingame crash bug's like blue screen on most maps first.

There's still a handfull of players which can't play Ren with 60 fps.

Ocourse this is just a dream, and probably not worth the effort.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Goztow](#) on Sat, 05 Nov 2005 09:13:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

RA: counterstrike was the first add-on for RA and I found it quite a dissapointing add-on. It went just that bit too far in the units that were placed in and if I remember correctly, you couldn't use these units in skirmish. Aftermath was way better.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [icedog90](#) on Sat, 05 Nov 2005 09:57:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Aftermath was awesome.

---

Subject: Re: New Command & Conquer Info  
Posted by [Renardin6](#) on Sat, 05 Nov 2005 16:52:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So EA is saying they listen to us (EA-Apoc)...

Bullshit, that's it.

That gamepack has a good point, a lot of people will get Renegade so. (and so it is good for Reborn, Renalert and SWMOD)

---

Subject: Re: New Command & Conquer Info  
Posted by [tooncy](#) on Sat, 05 Nov 2005 17:38:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well, I do need another RA2 disk, and that DVD sounds nice...

---

Subject: Re: New Command & Conquer Info  
Posted by [cmatt42](#) on Sun, 06 Nov 2005 05:25:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'll probably buy it.

---

Subject: Re: New Command & Conquer Info  
Posted by [sterps](#) on Sun, 06 Nov 2005 09:40:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I am most definantly going to buy it, i will have doubled copies now but im not fussed, i think its good for the c&c community, more people will be playing each of them, and now that XWIS is taking over things are going to be better, i was on Firestorm today and there were alot of people playing it.

Though i do think this is EA's way of giving us something because they probably have not been working on a new c&c.

---

---

Subject: Re: New Command & Conquer Info  
Posted by [Spoony\\_old](#) on Sun, 06 Nov 2005 09:59:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

icedog90 wrote on Fri, 04 November 2005 18:49It's a nice compilation, but EA is just trying to milk as much money out of this as they can. It's obvious.  
What a strange thing for a company to do.

---

Subject: Re: New Command & Conquer Info  
Posted by [Dreadlord](#) on Sun, 06 Nov 2005 16:53:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

the only worthy things in this Decade are that all games are compatible with that crappy Windows XP and that it is a normal full copy of the game with all movies and soundtracks... nothing else  
Empire at War releases at the same time as the Decade (a nice blow to the Petroglyph from EA).  
so the fans will go mad in choosing.

as for me, I don't know what to do. CNC Collection drained all my funds, and i cannot afford so much money for this thing once more. and, as you understood, i need only normal full C&C Gold and RA1 with their addons... some kind of dilemma here - i need a thing but cannot get it

---

Subject: Re: New Command & Conquer Info  
Posted by [icedog90](#) on Mon, 07 Nov 2005 05:53:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Spoony wrote on Sun, 06 November 2005 01:59icedog90 wrote on Fri, 04 November 2005 18:49It's a nice compilation, but EA is just trying to milk as much money out of this as they can. It's obvious.  
What a strange thing for a company to do.

Yeah, no kidding.

Dreadlord wrote on Sun, 06 November 2005 08:53the only worthy things in this Decade are that all games are compatible with that crappy Windows XP and that it is a normal full copy of the game with all movies and soundtracks... nothing else  
Empire at War releases at the same time as the Decade (a nice blow to the Petroglyph from EA).  
so the fans will go mad in choosing.

as for me, I don't know what to do. CNC Collection drained all my funds, and i cannot afford so much money for this thing once more. and, as you understood, i need only normal full C&C Gold and RA1 with their addons... some kind of dilemma here - i need a thing but cannot get it

<http://www.lucasarts.com/games/swempireatwar/trailer.html>

---

