
Subject: C&C 3 Battlecast Primetime
Posted by [sadukar09](#) on Tue, 14 Aug 2007 18:13:10 GMT
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<http://www.commandandconquer.com/swf/CCTV.html>
If you haven't watched it, do so, extremely funny.
Good quality work for once

Subject: Re: C&C 3 Battlecast Primetime
Posted by [luv2pb](#) on Tue, 14 Aug 2007 21:34:05 GMT
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I wish they put this much time and effort into their games ...

Subject: Re: C&C 3 Battlecast Primetime
Posted by [egg098](#) on Tue, 14 Aug 2007 21:56:24 GMT
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They do

This is pretty cool, heard about the expansion for it?

Subject: Re: C&C 3 Battlecast Primetime
Posted by [Ma1kel](#) on Tue, 14 Aug 2007 22:13:30 GMT
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Is this a joke or am I getting to old for C&C3?

Subject: Re: C&C 3 Battlecast Primetime
Posted by [light](#) on Tue, 14 Aug 2007 23:13:17 GMT
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Basic Summary:

1. There will be a free viewer for the CnC3 Battlecasts releasing sometime
 2. There will be an expansion released, Kanes Wrath, which will allow units to persist when you logout. Also includes new units and maps. Xbox360 and PC release simultaneously. New Xbox interface for easier control of build queues. Releases 'Early 2008'
-

Subject: Re: C&C 3 Battlecast Primetime

Posted by [u6795](#) on Wed, 15 Aug 2007 00:05:37 GMT

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I actually really liked it. Yeah it might have had some flaws in the technical aspect but I loved how they did it, and I just loved the content that they showed. Keeps me wanting more. Good marketing tactic, really.

I really want that Cyborg wallpaper on that computer behind Vessela, though

I'm very happy that EA seems to be doing this very well. Hopefully they've learned from all their mistakes.

Subject: Re: C&C 3 Battlecast Primetime

Posted by [rm5248](#) on Wed, 15 Aug 2007 01:01:10 GMT

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A little long and corny. But pretty cool.

Subject: Re: C&C 3 Battlecast Primetime

Posted by [cmatt42](#) on Wed, 15 Aug 2007 03:59:25 GMT

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[u6795](#) wrote on Tue, 14 August 2007 19:05

I really want that Cyborg wallpaper on that computer behind Vessela, though

The name for that unit is "The Awakened" (don't ask). Source:

<http://anon.doubleclick.edgesuite.net/anon.doubleclick/cms/ElectronicArts/EAGames/2007/350875/c-c.html?sssdmh=dm24.113378>

Subject: Re: C&C 3 Battlecast Primetime

Posted by [Dethdeath](#) on Wed, 15 Aug 2007 04:05:05 GMT

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I watched this earlier and thought it was pretty good, I would've liked to have seen more matches between players though. But I'm guessing there will be more in the future.

Subject: Re: C&C 3 Battlecast Primetime

Posted by [Crimson](#) on Wed, 15 Aug 2007 07:56:28 GMT

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I had heard about them wanting to really push this "RTS as a sport" concept with C&C3, so it's really exciting to see it come to life. It was definitely a little on the cheesy side, but they want to encourage the community to produce commentators (with ratings) so we can get the best of

what's out there.

Subject: Re: C&C 3 Battlecast Primetime
Posted by [Carrierll](#) on Wed, 15 Aug 2007 08:47:43 GMT
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If you think it's an unworkable concept, look at the status that professional (yes, professional) Starcraft players have in Korea. The "RTS as a sport" idea is popular there, and EA are trying to be first off the ground with it over here.

Subject: Re: C&C 3 Battlecast Primetime
Posted by [Goztow](#) on Wed, 15 Aug 2007 15:21:10 GMT
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It won't work as long as their game is as broken as it is now, though.
