
Subject: This is a message to all clans
Posted by [RainXc](#) on Sun, 20 Jan 2008 16:29:11 GMT
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First let me introduce myself

I am Sam Hisham , PR Manager of The Clan; Epsilon International [-Xe]
And Moderator of the political movement Westwood's Revenge.

As some of you know EA recently released a sequel to the Tiberian Franchise in a form of a new FPS called "Tiberium"

A few months ago a petition was made concerning this game

Petition:
<http://www.thepetitionsite.com/1/cncmodeplease>

What is this about?

Right now we need 50 more votes; The goal of our petition is 200 votes.

The publishers announced that they will Not use C&C mode in this game, and Tiberium will Not carry the Command and Conquer name.

With the announcement of this new FPS also came the concern of the end of C&C.

We really need everyone's help. every vote counts.

Why are we doing this ?

R.I.P.:
Westwood Studios, 1985-2003
Origin Systems, 1983-2004
Digital Illusions CE, 1988-2006

We all saw the announcement that Westwood was nomore,
Soon after the fall of Westwood Studio's , also WOL fell and Xwis took over. Now between the Fall of Westwood and the take over of the Xwis servers over all old online Games.

Was a small periode (many of those who played Red alert ; YR noticed this) Noone cared about the maintenance of WOL.

Now to the point. This question is very actual, ask yourself this ?

- Is this the END of C&C - ANNO 2008 ?

Personally I've always been a straight Westwood fan from the beginning, but this petition concerns even Post-Westwood Games like Generals and Tiberium wars who ALSO carry the C&C name.

Now here's the cliché. I know EA is a multimilion-dollar corperation, I never gave up on WS, and I'm not planning to giving up on C&C.

But we need your help too! Non-clan members and Clan faction members.

Hell It's 2008 AND Renegade is still standing,
While DOOM3 looks more dead than the darkest regions of Siberia

EA will listen, Why ? Because We are the buyers.
Take a look at the upcoming game Kane's Wrath which is obviously something they are making up for them Screwing it up on Tiberium Wars. (Titan, more cohesian between the storyline of TS, CABAL,..)

Together we stand strong!

Thank you
Signed,

- S. Hisham ; PR [-Xe]
Westwood's Revenge Management

Subject: Re: This is a message to all clans
Posted by [trooprm02](#) on Sun, 20 Jan 2008 16:41:16 GMT
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Hell It's 2008 AND Renegade is still standing,
While DOOM3 looks more dead than the darkest regions of Siberia

^^Haha, well said. Already signed, but I thought we could get more than 200

Subject: Re: This is a message to all clans
Posted by [AsgarothXe](#) on Sun, 20 Jan 2008 17:32:11 GMT
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I would think it's possible to get more than 200; however, the goal is 200.

Subject: Re: This is a message to all clans
Posted by [RainXc](#) on Sun, 20 Jan 2008 17:35:47 GMT
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The original goal was set to 2000 Votes.

Due to lack of support from other C&C Communities (Generals; ZH; and Tiberian wars) we had to set the goal back to 200 votes.

Once we reach 200 we can move it up to 500 and 1k and so on.

I'm turning to the Renegade Community as a possible last resort.
IF Renegade doesn't help show support.

Then I can't raise enough numbers with C&C RA2;YR and TS;FS to reach over 200

Subject: Re: This is a message to all clans
Posted by [Lone0001](#) on Sun, 20 Jan 2008 19:30:08 GMT
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To be honest I truly believe EA is trying to sell to the BF, Halo, Rainbow Six fans NOT the C&C fans and if they are then they fail horribly.

Subject: Re: This is a message to all clans
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 21 Jan 2008 20:44:10 GMT
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You realize that 2 hundred signatures means absolutely nothing, right?

Try going for 2 hundred thousand, and then we'll see what happens.

Subject: Re: This is a message to all clans
Posted by [Starbuzz](#) on Mon, 21 Jan 2008 21:01:33 GMT
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Doesn't Renegade have less than 500 active players?

Subject: Re: This is a message to all clans
Posted by [troopr02](#) on Mon, 21 Jan 2008 21:13:53 GMT
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Renegade has more than 800 active players

Subject: Re: This is a message to all clans
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 22 Jan 2008 01:44:34 GMT
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No. At least 2000 unique users log into Renguard every 24 hours (source: <http://renguard.com/>) That's 2000 users, excluding the people don't even use Renguard (half of the people who play don't use it). I don't use it.

There are about 500 people who play Renegade online at a time, not all together.

Subject: Re: This is a message to all clans
Posted by [trooprm02](#) on Wed, 23 Jan 2008 05:28:14 GMT
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[NEFobby[GEN] wrote on Mon, 21 January 2008 19:44]No. At least 2000 unique users log into Renguard every 24 hours (source: <http://renguard.com/>) That's 2000 users, excluding the people don't even use Renguard (half of the people who play don't use it). I don't use it.

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800*. I was refering to online at any given time, and its 800. In total, the last number I heard is that about 10,000-15,000 (as in different accounts (or was it IP's?) still play, but online at any given point, WOL=500-600, GSA=200-300

Subject: Re: This is a message to all clans
Posted by [AsgarothXe](#) on Wed, 23 Jan 2008 15:38:58 GMT
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Until we continue to reach the 2000 or more we still must reach the 200. And until we meet the 200 mark it will not progress further... Please ask some of your friends to help and sign the petition.
