
Subject: 50 more votes needed on "Save C&C "
Posted by [RainXc](#) on Sun, 20 Jan 2008 16:44:28 GMT
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We need your help
for the final goal; 200 votes in total

Right now we need 50 more votes for the final goal.

The petition is To save C&C Mode and the name C&C
in the upcoming FPS called "Tiberium"

Every vote counts! so please help.

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

Thank you,
Westwood's Revenge Management

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [EvilWhiteDragon](#) on Sun, 20 Jan 2008 16:45:24 GMT
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I would go for more then 200 votes, becuae 200 votes won't really impress EA I'd say.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [cmatt42](#) on Sun, 20 Jan 2008 16:55:32 GMT
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That and they're too far in to change that stuff. I wouldn't want them to, either, since I don't think it
deserves it.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [RainXc](#) on Sun, 20 Jan 2008 17:28:24 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.

Yes they are in development, But I'm not taking that as an excuse to abandon the C&C campaign.

EA Has no right to rip away Command and Conquer just like that and they most deffinatly Do not deserve to milk the Tiberian Franchise for every penny.

It's no excuse to quit this campaign either

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [AsgarothXe](#) on Sun, 20 Jan 2008 17:50:53 GMT
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Can't you see? We need as many votes as possible. Please help support the petition and tell your friends about it!

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 20 Jan 2008 17:51:08 GMT
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As much as I would support this petition, I just believe it won't work. EA's been working on Tiberium for two years now, and they have the multiplayer set.

Remember that this game is going on the consoles too; C&C mode would never work on the consoles due to lack of players in the same game.

Just let EA finish their game. I personally think C&C Renegade and the C&C mods will outlive Tiberium.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [RainXc](#) on Sun, 20 Jan 2008 18:09:24 GMT
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So what you're telling me They've decided 2 years ago to scrap the name C&C from the list ?

If not add C&C mode at least leave some dignatiy for C&C and add the name for crying out loud.

I played BF2 and Tiberian wars

BF2 has more then 2GB worth of patches , That's almost More than the entire game! Plus they released these Booster packs (minor expansions which costs around 20 Euro's at least for a few

lousy guns, 3or5 vehicles, and a couple of maps)

Those things you can get for free in a mod

They've milked every single drop out of BF2, They are Doing it In BF2142 with Northern Whatever Booster pack.

Now Howmany patches did they Have in Tiberian Wars ?

Don't tell me that these guys are just doing it for the cause of the player. The hell with finishing the game. Because if they cared about the player's concern, they would have just gotten it right from the start. Instead of:

Release ASAP!!! ASAP

Milk MONEY!! yay 60 bucks for a new game
Milk some more money(lower price a bit)

Correct the mistakes with more then 10 Sexy timeconsuming Patches

We screwed some things up in the first game Let's give them
Boosterpacks (expansions) which make the game look cool!

Millkk more money!

Hmm Howbout We put all the former games in one box and Call it C&C SAGA ?! right

but seriously though,
Tiberium looks like they mixed up BF2, Starwars and a raped titan Which is cool because we suddenly started using Mechs again in a story line Post Tiberian Wars!

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 20 Jan 2008 18:22:11 GMT
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Quote:

So what you're telling me They've decided 2 years ago to scrap the name C&C from the list ?

If not add C&C mode at least leave some dignatiy for C&C and add the name for crying out loud.

I don't know if they scrapped the C&C name two years ago, but they scrapped C&C mode 5 years ago when they canceled Renegade II.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [RainXc](#) on Sun, 20 Jan 2008 18:25:08 GMT
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that doesn't mean anything

I mean they scrapped Tiberian Twilight When WS was gone and made Generals instead with the same Engine WS made.

Later they decided to go on with a remake of Tiberian Twilight and a new engine and called it Tiberian wars, but it has no cohesion with the old Tiberian wars except the fact that the screen make an appearance.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [Lone0001](#) on Sun, 20 Jan 2008 18:43:24 GMT
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Tiberium does not deserve to be even considered in the C&C series.(PERIOD!) So just forget about it and play some reborn when it comes out soon hopefully

EDIT: Even if there was still a C&C mode it would still suck cause the game has NOTHING to do with C&C.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 20 Jan 2008 18:52:17 GMT
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Dude... all I'm saying is, if you're petitioning for a C&C mode, just forget about it. It's not going to happen, not in this game.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [u6795](#) on Sun, 20 Jan 2008 19:04:36 GMT
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Seriously. C&C Mode is not going to happen, they have that set in stone. Quit bitchin. This isn't even a "C&C" game. Get over it, really.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [nikki6ixx](#) on Sun, 20 Jan 2008 19:07:40 GMT
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And plus, if EA actually decided to go ahead with a C&C mode after recognizing this petition,

they'd have to delay the game for a significant time, and the release would likely be very buggy, and not enjoyable to play.

Plus, it's just bad business.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [R315r4z0r](#) on Sun, 20 Jan 2008 19:09:22 GMT
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Dude, over 9,000,000 (9 million) individual people play World of War craft online.

That means just in that game, there are 9,000,000 individual people with internet connections.

Now using an internet petition to get a game mode in another game, you only want 200 people?

Out of that single 9,000,000 people, who would care about a measly 200?

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [Starbuzz](#) on Sun, 20 Jan 2008 19:21:32 GMT
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I understand the good nature of the petition and what it is trying to accomplish.

But quite honestly, EA has set in stone the fact that Tiberium is about squad combat. There is 0% chance they will incorporate C&C mode; especially after releasing the first trailer.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [cmatt42](#) on Sun, 20 Jan 2008 19:21:40 GMT
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nikki6ixx wrote on Sun, 20 January 2008 13:07 And plus, if EA actually decided to go ahead with a C&C mode after recognizing this petition, they'd have to delay the game for a significant time, and the release would likely be very buggy, and not enjoyable to play.

With an EA game, what's the difference?

Anyway, you guys don't seem to be grasping the concept. Tiberium doesn't have the "C&C" title because it's an entirely different game. Sure, it has the very same story as the rest of the franchise, but it just means it's not an RTS game.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [EvilWhiteDragon](#) on Sun, 20 Jan 2008 19:35:59 GMT

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cmatt42 wrote on Sun, 20 January 2008 20:21nikki6ixx wrote on Sun, 20 January 2008 13:07And plus, if EA actually decided to go ahead with a C&C mode after recognizing this petition, they'd have to delay the game for a significant time, and the release would likely be very buggy, and not enjoyable to play.

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Renegade had the Command & Conquer prefix, and that wasn't a rts either

Subject: Re: 50 more votes needed on "Save C&C "

Posted by [Chuck Norris](#) on Sun, 20 Jan 2008 19:40:19 GMT

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I've got to agree with the rest of them. You have good intentions, but this will go absolutely nowhere. It's take probably a million MINIMUM votes, and that'd be just to get EA to gain attention of it.

I have the "all or nothing" mindset. If they included a "C&C Mode", it would be half-baked, because they'd have to add it in so late, and the game isn't fully C&C either. To me, unless EA remakes Renegade 2 with C&C Mode as it's main attraction (of course this doesn't mean skimp single player), I'd rather not see it at all. All or nothing. Renegade doesn't deserve to die that way.

Fobby has the right idea. Instead of whining about Renegade 2 to save Reneagde, why don't we just spread the already existing Renegade? You know, it doesn't have to die out unless we let it...

Subject: Re: 50 more votes needed on "Save C&C "

Posted by [RainXc](#) on Sun, 20 Jan 2008 19:46:53 GMT

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well you guys do what you please

oh by the way you can't compair Blizzard with EA
that's like apples and bananas.

EA listened to the fans when they've developed Kane's wrath.
So why not try ?

I know 200 isn't much , but that's the goal for now.
besides we're the ones who's buying this, the players, so why shouldn't our opinions matter ?

It's like your saying that you want to give up on the freedom of speech to the dictatorship of this

corperation.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [u6795](#) on Sun, 20 Jan 2008 19:51:52 GMT
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RainXe wrote on Sun, 20 January 2008 14:46well you guys do what you please

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I know 200 isn't much , but that's the goal for now.
besides we're the ones who's buying this, the players, so why shouldn't our opinions matter ?

It's like your saying that you want to give up on the freedom of speech to the dictatorship of this
corperation.

Or we're just content with letting this company develop their game however the hell they want.
God knows, C&C is EA's bitch. That doesn't stop me from loving C&C, though.

Whatever they do, I'm behind it. Command and Conquer is Command and Conquer. If they want
to go squad-tactical, so be it. And I think the rest of the community needs to realize that some
things just don't work in squad tactical games. C&C Mode is apparently one of them.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [Lone0001](#) on Sun, 20 Jan 2008 19:55:32 GMT
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Why do you think they would change anything? Tiberium has been in development for 2 year
about I think? And they pretty much have it somewhere near done.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [Starbuzz](#) on Sun, 20 Jan 2008 20:22:06 GMT
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We also have to realize that those who want C&C Mode are just a fraction of the entire FPS
gaming community across the world. EA is aiming for that bigger community and is not going to
swoop down to please a smaller crowd.

EDIT: I wouldn't call the shrewd marketing strategy of a giant corporation necessarily "dictatorial."

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [Troopzor](#) on Sun, 20 Jan 2008 20:52:44 GMT
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I can make the target number more, but since signatures were slowing down, I decreased it from 2000 to 200...

I can always make it larger though if need be

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [Ryu](#) on Sun, 20 Jan 2008 21:00:56 GMT
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I think you miss understand "Tiberium"..

It's Tiberium.

Not "C&C Tiberium", If it was called "C&C Tiberium", sure, But that's not the case, so this petition is useless.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [cmatt42](#) on Sun, 20 Jan 2008 22:58:27 GMT
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EvilWhiteDragon wrote on Sun, 20 January 2008 13:35cmatt42 wrote on Sun, 20 January 2008 20:21nikki6ixx wrote on Sun, 20 January 2008 13:07And plus, if EA actually decided to go ahead with a C&C mode after recognizing this petition, they'd have to delay the game for a significant time, and the release would likely be very buggy, and not enjoyable to play.

With an EA game, what's the difference?

Anyway, you guys don't seem to be grasping the concept. Tiberium doesn't have the "C&C" title because it's an entirely different game. Sure, it has the very same story as the rest of the franchise, but it just means it's not an RTS game.
Renegade had the Command & Conquer prefix, and that wasn't a rts either
True, but Westwood knew what they were doing, yeah?

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [Dover](#) on Sun, 20 Jan 2008 23:06:47 GMT
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cmatt42 wrote on Sun, 20 January 2008 14:58EvilWhiteDragon wrote on Sun, 20 January 2008 13:35cmatt42 wrote on Sun, 20 January 2008 20:21nikki6ixx wrote on Sun, 20 January 2008 13:07And plus, if EA actually decided to go ahead with a C&C mode after recognizing this petition,

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True, but Westwood knew what they were doing, yeah?

EA promises new and innovative. Unlike have the human wastes on this forum, I can cling to hope that EA won't botch this because what they've done isn't NEARLY as bad as anyone makes it out to be.

To the OP: Quit your bitching. You have only 150 signitures (Weighed against EA's projected sales for Tiberium), and you have no clue what EA has planned for Tiberium. Neither do I. None of us do. Which is why I'm going to buy us all a pint of STFU.

It's the same bullshit on the StarCraft 2 forums. "ZOMG DID U C DA NEW DARK TEMPLAR WTF I H8 BLIZZURD UNLES DEY CHANGE DIS!!1!". Shut up. Just shut up. They have professional game designers, and you're just some snotty kid.

It's about time for this thread to get Heated-Discussioned, I think.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 20 Jan 2008 23:33:30 GMT
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Quote:To the OP: Quit your bitching. You have only 150 signitures (Weighed against EA's projected sales for Tiberium), and you have no clue what EA has planned for Tiberium. Neither do I. None of us do. Which is why I'm going to buy us all a pint of STFU.

Obviously you have not read all of the articles and Apoc's posts. Sure we don't know exactly what to expect here, and I am looking at this game with an open mind. I'm not concluding that "it sucks" because I have not played the game.

However from the amount of information released, this game doesn't really satisfy me. It's basically a Battlefield game; except replace the spawn points with Tiberium spikes, replace your teammates with an AI squad, and replace the artillery with superweapons.

I'll still try it out and give Tiberium a chance, though. I thought Battlefield 2 was fun for a few weeks, but I ended up coming back to Renegade (and so did the rest of my clan). I think this game will be the same way.

What got our hopes up were the numerous rumours that EA was working on a C&C Renegade 2, and then when Apoc posted here on the Renegade forums. But considering this game has nothing to do with Renegade, and doesn't even have a C&C title, it makes me wonder why Apoc came here.

I do agree that people need to stop bitching so much, though. If you want to play C&C mode, just continue playing C&C Renegade and support the mods that have that mode. I know that's what I'll be doing.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [BlueThen](#) on Sun, 20 Jan 2008 23:38:08 GMT
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Petitions don't work. :/

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [Blazer](#) on Mon, 21 Jan 2008 00:09:58 GMT
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Sadly, petitions are worthless. I have seen petitions in the past with over 10,000 signatures requesting to stop or change something relatively minor, to no effect.

Do you really think a corporation would halt or change plans they have made and spent hundreds of thousands of dollars on over the course of years, just because 200 random people don't like it? Especially when their marketing people are telling them that a million people WILL like it, which means money for them, which is their whole point of existence.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [trooprm02](#) on Mon, 21 Jan 2008 01:26:51 GMT
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Its nice to be optimistic, and I applaud your effort trying to help save the game, but in reality EA does give 2 shits :/

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [R315r4z0r](#) on Mon, 21 Jan 2008 01:38:22 GMT
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RainXc wrote on Sun, 20 January 2008 14:46oh by the way you can't compair Blizzard with EA that's like apples and bananas.

I didn't compare Blizzard with EA. I just used Blizzards online players in WoW to show that there

are at least that many gamers on the internet.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [nikki6ixx](#) on Mon, 21 Jan 2008 02:37:01 GMT
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If I'm a shareholder of Electronic Arts, I'd be pretty pissed if the company decided to chase a small community, and embrace a style of gameplay that just wasn't, and still isn't, that popular.

EA is simply going after a popular, and lucrative market, because they are a major company, and that is what competitive companies do...

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [bisen11](#) on Mon, 21 Jan 2008 04:44:17 GMT
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I don't mind the sound of a squad based game, I liked Freedom Fighters. It also sounds kinda cool that there will be support powers and stuff. But, it would also be nice to have a C&C mode in the game as well. It doesn't have to be strictly C&C mode and only C&C mode. But it would make the multiplayer a whole lot more fun to have it available.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [Canadacdn](#) on Mon, 21 Jan 2008 06:12:36 GMT
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I'm just going to give an opinion later instead of ripping on a game I haven't played or even seen in action yet.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [drunkill](#) on Mon, 21 Jan 2008 07:28:06 GMT
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RainXc wrote on Mon, 21 January 2008 04:28EA Has no right to rip away Command and Conquer just like that and they most deffinatly Do not deserve to milk the Tiberian Franchise for every penny.

Last time I checked EA owned the rights to the C&C franchise, so they do have the rights to do anything they want.

Subject: Re: 50 more votes needed on "Save C&C "

Posted by [Dreganius](#) on Mon, 21 Jan 2008 07:34:10 GMT

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Kinda gay, really.

Subject: Re: 50 more votes needed on "Save C&C "

Posted by [AsgarothXe](#) on Wed, 23 Jan 2008 15:53:17 GMT

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Yeah they do have the right; however, they are tarnishing the name a bit. Honestly I haven't read Apocs posts in a long while, so I don't know much at all about the new game; but from what I do know, I think that it will sell alot. Lots of people liked BF2 so I'm sure many will buy this too. The thing is, I don't want to let C&C die. Tiberium is without the C&C name. I would like the C&C mode; but if they don't change that then at least keep the franchise name. I fear that EA will slowly destroy the EA franchise with new names, basically replacing it. People who have played this game since the middle ages and back to the begining of the first game on Play Station 1 know that replacing the name of "C&C," is not something great. It's like killing a giant. There will always be people buying games from EA, but if all the people from ren and all the other C&C games did not buy this game it's a possibility that they would recall the game back and change the name. They would know that if they did that they would make a much more bigger profit.

No one would do that though. It's clear that even on this forum there are members who would buy the game for fun before they even think about a revolt against EA. What would be really cool is if we rioted outside their studio. lol. That might gain their attention. =D

Subject: Re: 50 more votes needed on "Save C&C "

Posted by [Troopzor](#) on Wed, 23 Jan 2008 22:59:28 GMT

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brilliant idea! I would tottaly do it

Subject: Re: 50 more votes needed on "Save C&C "

Posted by [Spoony](#) on Thu, 24 Jan 2008 07:26:04 GMT

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[NEFobby[GEN] wrote on Sun, 20 January 2008 17:33]What got our hopes up were the numerous rumours that EA was working on a C&C Renegade 2, and then when Apoc posted here on the Renegade forums. But considering this game has nothing to do with Renegade, and doesn't even have a C&C title, it makes me wonder why Apoc came here.

It's perfectly clear to me, as I've already said. The community had led itself on by the false promise of Renegade 2. Not a promise made by EA, a promise made by bullshit rumours. About time we heard the truth about what's happening from a source that's actually reliable.

Bottom line here: Tiberium's existence doesn't rule out the possibility of more C&C games, it

doesn't even rule out the possibility of a true 'Renegade 2'. If you can't stand the thought of the game, don't buy it. The C&C series is losing nothing by its existence.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [Canadacdn](#) on Thu, 24 Jan 2008 07:57:42 GMT
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AsgarothXe wrote on Wed, 23 January 2008 09:53 Yeah they do have the right; however, they are tarnishing the name a bit. Honestly I haven't read Apocs posts in a long while, so I don't know much at all about the new game; but from what I do know, I think that it will sell alot. Lots of people liked BF2 so I'm sure many will buy this too. The thing is, I don't want to let C&C die. Tiberium is without the C&C name. I would like the C&C mode; but if they don't change that then at least keep the franchise name. I fear that EA will slowly destroy the EA franchise with new names, basically replacing it. People who have played this game since the middle ages and back to the begining of the first game on Play Station 1 know that replacing the name of "C&C," is not something great. It's like killing a giant. There will always be people buying games from EA, but if all the people from ren and all the other C&C games did not buy this game it's a possibility that they would recall the game back and change the name. They would know that if they did that they would make a much more bigger profit.

No one would do that though. It's clear that even on this forum there are members who would buy the game for fun before they even think about a revolt against EA. What would be really cool is if we rioted outside their studio. lol. That might gain their attention. =D

You could try mailing them C4 with a note attached that says "I've got a present for ya!" in protest. I think they would appreciate the irony. Or you would get arrested.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 24 Jan 2008 16:07:57 GMT
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Quote:

Bottom line here: Tiberium's existence doesn't rule out the possibility of more C&C games, it doesn't even rule out the possibility of a true 'Renegade 2'. If you can't stand the thought of the game, don't buy it. The C&C series is losing nothing by its existence.

Yup and I agree. The only thing is, if they do plan to make a Renegade 2 down the line, it'd have to be quite a few years away.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [AoBfrost](#) on Thu, 24 Jan 2008 16:44:32 GMT
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You expect them to add a mode to a game just because you have 200 people who agree? lol.

Subject: Re: 50 more votes needed on "Save C&C "
Posted by [Rocko](#) on Fri, 25 Jan 2008 06:24:05 GMT
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my dad is the ceo of ea if u wanna talk to him just pm me
