
Subject: C&C and Red Alert series are officially seperate
Posted by [Chuck Norris](#) on Wed, 27 Feb 2008 01:16:31 GMT
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To everyone wanting EA to make the Red Alert and Tiberium (The C&C Tiberium, not EA's new Tiberium series) to be finally joined once and for all, you'll be disappointed. The opposite was confirmed. The two series are now officially seperate, and look never to be joined.

<http://www.cncgeneralsworld.com/>

Quote:CNCDEN reported yesterday that, according to the latest edition of UK gaming magazine PC Zone, C&C and Red Alert are now officially separate universes. Executive Producer of Red Alert 3, Chris Corry, is quoted as saying:

"There's no relationship between the two universes. Westwood - Louis Castle and Brett Sperry - had an intention that they would exist in the same universe, which is why in RA1 Kane appears. But Louis Castle has done interviews which he said was a 'failed experiment!'"

The PC Zone article goes on to read:

Significantly the new game is called Red Alert 3, not C&C Red Alert 3, and the team seems waeary of the speculation. "We have no plans to bring them together. C&C is all about Kane, and Tiberium being the black gold and corrupting influence - heavy themes and really different in tone to Red Alert. If you tried to force the two togeher, you'd just have a bit of a mess."

Seems sensible enough to me at this point, though many C&C fans had hoped that the universes would remain connected as originally intended. The article's statement that Red Alert 3 will lack the Command & Conquer franchise name was erroneous, however, and has been refuted by EA's C&C Community Manager Aaron Kaufman:

What Chris Corry, our Executive Producer is speaking to in the UK PC Zone article is simply that Red Alert 3 will not look to connect the Tiberium and Red Alert universes together in our story or fiction overall. The official reasoning for this is provided in the article text... Certainly we understand the debates and theories regarding this issue, but we would never take away the name "Command & Conquer" from Red Alert 3.

"A Failed Experiment"?

Still, some Command & Conquer fans are undoubtedly disappointed that the two universes are now officially separated in terms of story. Generals World staff member Blbpaws, for one, contends that Command & Conquer fans shouldn't offhandedly accept Castle's statement that the relationship between the two universes was a "failed experiment."

At some level, Electronic Arts owns the game, and thus it is their right to control the story. At another level, it has always been a common conception among fans that the universes were separate. But at what I think is the most important level, we shouldn't only look to Louis Castle. As always, the C&C story is a bit more nuanced than at first glance.

Why shouldn't we just take EA, and their well-paid employee, Louis Castle at whatever they say on C&C? For one, Louis Castle co-founded Westwood, but certainly did not co-found C&C. Look, for example, to the credits on C&C Red Alert. Castle, mentioned in some versions of the credits (though not on the online version maintained by MobyGames), is never credited with "Original Concept" (that's Brett Sperry and Joe Bostic) or any sort of high ranking role. Such is true for most of the early C&C games when the framework for the series was being laid out. [...]

But I don't think that a minor plot point (which was never going to be resolved) really matters much in the end. I am aiming for a larger issue. It's apparent to me, and a lot of others, what has happened with C&C. Forgive me for noting it so obviously. The original visionaries of C&C are gone, and many who have replaced them are feeling free to tinker with the story, yet still trying to pass themselves off as caretakers of an original vision.

Bibpaws argues EA's use of Louis Castle's remarks to justify the separation of the two universes, when in fact Brett Sperry and Joe Bostic were the ones responsible for C&C's original vision, highlights yet again that "something is different" now about Command & Conquer.

Subject: Re: C&C and Red Alert series are officially seperate
Posted by [IronWarrior](#) on Wed, 27 Feb 2008 01:37:07 GMT
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I hate EA.

Subject: Re: C&C and Red Alert series are officially seperate
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 27 Feb 2008 01:38:39 GMT
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Red Alert 1 Soviet ending joined the games together.

Then they made RA2.

Then C&C Renegade 2 was originally going to join the two series back together.

Then it was canceled.

And now they stay separate.

Subject: Re: C&C and Red Alert series are officially seperate
Posted by [_SSnipe_](#) on Wed, 27 Feb 2008 01:48:43 GMT
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so wait the new games arnt part of cnc anymore?

Subject: Re: C&C and Red Alert series are officially separate
Posted by [Lone0001](#) on Wed, 27 Feb 2008 02:24:39 GMT
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IronWarrior wrote on Tue, 26 February 2008 19:37:11 GMT: hate EA.

Subject: Re: C&C and Red Alert series are officially separate
Posted by [Renx](#) on Wed, 27 Feb 2008 02:31:03 GMT
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Has it been confirmed that this is an RTS? I haven't really been following it since my expectations are about as low as a horse's cock.

Subject: Re: C&C and Red Alert series are officially separate
Posted by [bisen11](#) on Wed, 27 Feb 2008 02:33:23 GMT
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Quote:There was some confusion concerning the UK PC Zone magazine article in which they state the following: "Significantly the new game is called Red Alert 3, NOT C&C: Red Alert 3."

Being concerned that Command & Conquer would be taken out of the name, I emailed our community leader APOC for a clarification on this matter.

Lion: Hi Aaron...

Could you clear something up for the fans please. There seems to be some confusion. Will Red Alert 3 also have the 'Command & Conquer' name with it, such as Command & Conquer: Red Alert 3?

Aaron Kaufman (APOC): Yes, absolutely, not sure why there is confusion, it's in the logo! The official title of the game is Command & Conquer: Red Alert 3. No bones about it, this is a Command & Conquer game!

Thanks much Aaron for clearing that up. Just as I thought (said in previous news post below), but now we have official confirmation from EA, and the PC Zone article was mistaken.

Just remember that 'Command & Conquer' is the name of the franchise, and it has several universes attached to that name.

Subject: Re: C&C and Red Alert series are officially separate
Posted by [rm5248](#) on Wed, 27 Feb 2008 02:59:50 GMT
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<_<

Better idea: RA1 leads to either RA2 or to TD.

Subject: Re: C&C and Red Alert series are officially seperate

Posted by [Starbuzz](#) on Wed, 27 Feb 2008 03:51:09 GMT

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Renx wrote on Tue, 26 February 2008 20:31: Has it been confirmed that this is an RTS? I haven't really been following it since my expectations are about as low as a horse's cock.

What an awesome thing to say! So funny.

Subject: Re: C&C and Red Alert series are officially seperate

Posted by [crazfulla](#) on Wed, 27 Feb 2008 13:36:02 GMT

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A monkey could link the two universes.

Subject: Re: C&C and Red Alert series are officially seperate

Posted by [Aprime](#) on Wed, 27 Feb 2008 19:00:03 GMT

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Apoc said otherwise, you all lose.

Subject: Re: C&C and Red Alert series are officially seperate

Posted by [Crimson](#) on Wed, 27 Feb 2008 19:09:40 GMT

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Here's a more full explanation:

Apoc sez: Hey everyone,

It seems our friends at the UK magazine PC Zone have made the friendliest blunder of all, and everyone is up in arms inferring these details and portraying them inaccurately.

Per my recent e-mail conversation with LION at the Den which you can now view on his website, our official title is Command & Conquer: Red Alert 3. It's in the logo my friends!

That said, Command & Conquer has harbored two universes since it was established back in 1995. Those two universes are exactly what you'd expect to hear, the Tiberium universe (Tiberian Dawn, Tiberian Sun, Firestorm, Renegade, and Tiberium Wars), and the Red Alert universe (Red Alert 1, 2, and Yuri's, and yea Counterstrike J).

If you recall, the website I created for the community, www.cncmovies.com directly speaks to this on the first page where you get to choose a universe.

What Chris Corry, our Executive Producer is speaking to in the UK PC Zone article is simply that Red Alert 3 will not look to connect the Tiberium and Red Alert universes together in our story or fiction overall. The official reasoning for this is provided in the article text which you can read at www.cncden.com if you'd like. Certainly we understand the debates and theories regarding this issue, but we would never take away the name "Command & Conquer" from Red Alert 3.

Just wanted to clarify this critical point, so everyone understands the accuracy of what was supposed to be interpreted in the PC Zone Magazine in that segment of the feature article.

WE ARE COMMAND & CONQUER COMRADES! LIVE IT, LOVE IT, BREATHE IT, SPREAD IT, and tell your friends, families, and foes, and anyone and everyone else to RESPECT IT!

Command & Conquer: Red Alert 3...FTW!

Thank you!
-APOC

Subject: Re: C&C and Red Alert series are officially seperate
Posted by [trooprm02](#) on Wed, 27 Feb 2008 22:48:20 GMT
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Glad to hear it, the RA universe (formerly) was the only thing I dont (didnt) like about C&C, tiberium was always the only true universe anyway

Subject: Re: C&C and Red Alert series are officially seperate
Posted by [Dover](#) on Wed, 27 Feb 2008 23:52:11 GMT
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RA 2 killed it. RA 3 is just beating the corpse into a pulp.

Subject: Re: C&C and Red Alert series are officially seperate
Posted by [cmatt42](#) on Wed, 27 Feb 2008 23:58:23 GMT
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RA3 looks like it's going to link to Generals. It's going to have a particle cannon and no nuclear technology.

Subject: Re: C&C and Red Alert series are officially seperate

Posted by [cnc95fan](#) on Wed, 27 Feb 2008 23:59:31 GMT

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cmatt42 wrote on Wed, 27 February 2008 17:58RA3 looks like it's going to link to Generals. It's going to have a particle cannon and no nuclear technology.
I smell an instant fail.

Subject: Re: C&C and Red Alert series are officially separate

Posted by [BlueThen](#) on Thu, 28 Feb 2008 00:08:07 GMT

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I liked RA2. I don't see how it killed anything. :/

Subject: Re: C&C and Red Alert series are officially separate

Posted by [nikki6ixx](#) on Thu, 28 Feb 2008 00:19:48 GMT

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This IS kind of a no-brainer, isn't it? Especially after Red Alert 2?

It would take one hell of a plot twist to somehow turn a world filled with ship-destroying dolphins, and guys who can travel across a map in a split second, into the gritty 'Tiberian' world.

Subject: Re: C&C and Red Alert series are officially separate

Posted by [Viking](#) on Thu, 28 Feb 2008 02:08:52 GMT

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nikki6ixx wrote on Thu, 28 February 2008 00:19This IS kind of a no-brainer, isn't it? Especially after Red Alert 2?

It would take one hell of a plot twist to somehow turn a world filled with ship-destroying dolphins, and guys who can travel across a map in a split second, into the gritty 'Tiberian' world.

True dat'

I think like rm5248 said, RA1=splits into 2 timelines because of chrono technology messing with the space time continuum then Q was all like 'fuck shit shit' and split them up.

Then end.

EA still sucks horse dick.

Subject: Re: C&C and Red Alert series are officially separate

Posted by [PlastoJoe](#) on Thu, 28 Feb 2008 03:38:56 GMT

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I like to think that the Red Alert and Tiberan series can still be connected. So I'm just going to ignore any "official" announcements to the contrary.

Subject: Re: C&C and Red Alert series are officially seperate

Posted by [Jerad2142](#) on Thu, 28 Feb 2008 04:30:56 GMT

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crazfulla wrote on Wed, 27 February 2008 06:36A monkey could link the two universes. A monkey doesn't have to, they were already linked by RA1.

Apoc sez

WE ARE COMMAND & CONQUER COMRADES! LIVE IT, LOVE IT, BREATHE IT, SPREAD IT, and tell your friends, families, and foes, and anyone and everyone else to RESPECT IT!

To the eyes of any real C&C fan, C&C has been dead sense Generals. EA may own all the right to the C&C franchise, but the REAL C&C died with Westwood.

Also, just as a side not every time sense Yuri's Revenge, I have let my friends know that there was a new C&C game coming out. And with every release, they look at me like I am a bit less reliable, Generals and C&C3 were huge let downs (especially Generals) compared to even C&C Gold. I will let them know once more that a new C&C game is coming out, but if it fails like many people already expect it to, I will discontinue waisting my time telling my friends about them for sure.

Subject: Re: C&C and Red Alert series are officially seperate

Posted by [Goztow](#) on Thu, 28 Feb 2008 09:02:25 GMT

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Sorry but I found C&C3 to live upto the C&C-universe. It had this real Tiberium - feeling around it .

Subject: Re: C&C and Red Alert series are officially seperate

Posted by [Dover](#) on Thu, 28 Feb 2008 09:03:09 GMT

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Jerad Gray wrote on Wed, 27 February 2008 20:30crazfulla wrote on Wed, 27 February 2008 06:36A monkey could link the two universes.

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And what, exactly, is so terrible about Generals?

Subject: Re: C&C and Red Alert series are officially seperate

Posted by [trooprm02](#) on Thu, 28 Feb 2008 14:05:40 GMT

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Goztow wrote on Thu, 28 February 2008 03:02Sorry but I found C&C3 to live upto the C&C-universe. It had this real Tiberium - feeling around it .

Same, its 1 of only like 2-3 RTS games I like, and is byfar the best released game of '07.

Subject: Re: C&C and Red Alert series are officially seperate

Posted by [Chuck Norris](#) on Thu, 28 Feb 2008 17:23:14 GMT

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I just bought C&C3 (thanks for telling me to buy it physically becuase I not only have it on hand, but it was HALF the price EA wanted!), and overall, it's a great game. Pluses are the building and unit design (VERY good job to them on that), graphics, movies, and gameplay. Some of those factors easily live up to the C&C name. Minuses are the music (needs a real soundtrack badly as this hurts the atmosphere/immersion factor), and the installer was a letdown (c'mon, we need an installer - everyone knows when you first pop in your new C&C game that the installer got you hyped for it). I hope Red Alert 3 does better at those two things. Otherwise, good game for the rest of the things, and I think EA did a good job.

Subject: Re: C&C and Red Alert series are officially seperate

Posted by [Crimson](#) on Thu, 28 Feb 2008 21:39:13 GMT

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I am totally hooked on C&C3 too. I also miss having a good soundtrack, but the unit design is great and the AI is pretty decent.

Subject: Re: C&C and Red Alert series are officially separate

Posted by [R315r4z0r](#) on Thu, 28 Feb 2008 22:12:04 GMT

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Of course they are separate universes...

If they were the same universe, eventually they would run out of prequels and be forced to merge them into one game. 2 games make more money than 1.

Subject: Re: C&C and Red Alert series are officially separate

Posted by [renalpha](#) on Fri, 29 Feb 2008 06:46:59 GMT

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Dover wrote on Thu, 28 February 2008 03:03 Jerad Gray wrote on Wed, 27 February 2008 20:30 crazfulla wrote on Wed, 27 February 2008 06:36 A monkey could link the two universes. A monkey doesn't have to, they were already linked by RA1.

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And what, exactly, is so terrible about Generals?
it had NOTHING SERIOUSLY NOTHING to do with C&C
gimme a break this is just the standard crap of generals

look @ tiberium wars exp

Command and Conquer 3

The zero:hour

and red alert 3 a fucking third faction
GTFO

they just upgrade their shitty engines.
