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Subject: Any word on next C&C?  
Posted by [pawky](#) on Fri, 26 Dec 2008 19:53:15 GMT  
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What's next after RA3? I personally think C&C is dead.

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Subject: Re: Any word on next C&C?  
Posted by [ArtyWh0re](#) on Fri, 26 Dec 2008 20:10:00 GMT  
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Who knows, EA might make another C&C game based on Generals or they might reconsider doing Tiberium (the FPS game) again.  
Or they have yet to make an expansion to RA3.

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Subject: Re: Any word on next C&C?  
Posted by [Goztow](#) on Fri, 26 Dec 2008 21:05:08 GMT  
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RA3 includes a beta key for the RA3 expansion: Kossar's Helmit".

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Subject: Re: Any word on next C&C?  
Posted by [Chuck Norris](#) on Fri, 26 Dec 2008 21:47:29 GMT  
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Besides the inevitable expansion pack to Red Alert 3, speculation is ongoing that it's Generals 2.

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Subject: Re: Any word on next C&C?  
Posted by [R315r4z0r](#) on Fri, 26 Dec 2008 23:21:43 GMT  
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The obvious next game would be Generals 2, but there are also a lot of rumors going around for a second FPS or an entire new universe completely. There is even a rumor about the next game being an MMO, going along with Mike Verdu saying "the next game will be heavily mulitplayer involved" or something along those lines.

Generals has sort of been "pushed aside" it seems. EA is pretty good at 'surprise' announcements (C&C3, RA3, BCPT, ect all came out of nowhere), so I'm not going to expect Generals.

I'm hoping for a Renegade 2.

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Subject: Re: Any word on next C&C?

Posted by [BlueThen](#) on Sat, 27 Dec 2008 02:42:17 GMT

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R315r4z0r wrote on Fri, 26 December 2008 17:21 The obvious next game would be Generals 2, but there are also a lot of rumors going around for a second FPS or an entire new universe completely. There is even a rumor about the next game being an MMO, going along with Mike Verdu saying "the next game will be heavily multiplayer involved" or something along those lines. Wait, you're saying that there's going to be an entirely different game, probably having nothing to do with the C&C universe whatsoever?

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Subject: Re: Any word on next C&C?

Posted by [GEORGE ZIMMER](#) on Sat, 27 Dec 2008 03:41:54 GMT

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BlueThen wrote on Fri, 26 December 2008 20:42

Wait, you're saying that there's going to be an entirely different game, probably having nothing to do with the C&C universe whatsoever?

[http://en.wikipedia.org/wiki/Command\\_and\\_conquer\\_generals](http://en.wikipedia.org/wiki/Command_and_conquer_generals)

[http://en.wikipedia.org/wiki/Command\\_and\\_conquer\\_red\\_alert\\_2](http://en.wikipedia.org/wiki/Command_and_conquer_red_alert_2)

[http://en.wikipedia.org/wiki/Red\\_Alert\\_3](http://en.wikipedia.org/wiki/Red_Alert_3)

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Subject: Re: Any word on next C&C?

Posted by [Goztow](#) on Sat, 27 Dec 2008 09:40:42 GMT

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I don't expect a Generals game at all. Generals was a test for the engine they have now been milking. Smth different would be good. When playing RA3, I had a huge déjà vu.

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Subject: Re: Any word on next C&C?

Posted by [R315r4z0r](#) on Sat, 27 Dec 2008 17:55:27 GMT

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Mike Verdu said to definitely expect Generals sometime in the future. When in the future, we don't know.

I doubt that they would of brought up Generals on BCPT if it was the next game in the list. When they make a Generals 2, it will probably be a sudden surprise announcement like C&C3 was.

And @ Bluethen: I'm not saying that the next C&C game will not have anything to do with C&C, I'm simply saying that there is a chance that it will be:

-A brand new C&C universe

-A brand new C&C type of game (Like an MMO)

-Or revisiting the FPS realm (Ala Renegade 2)

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Subject: Re: Any word on next C&C?  
Posted by [Herr Surth](#) on Sat, 27 Dec 2008 18:37:22 GMT  
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generals was GREAT, THE ENGINE SUCKED THO

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Subject: Re: Any word on next C&C?  
Posted by [Muad Dib15](#) on Sat, 27 Dec 2008 19:44:36 GMT  
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Frontier Psychiatrist wrote on Sat, 27 December 2008 12:37generals was GREAT, THE ENGINE SUCKED THO

I think you have your things reversed. the engine was GREAT, GENERALS SUCKED THO

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Subject: Re: Any word on next C&C?  
Posted by [MGamer](#) on Sat, 27 Dec 2008 20:19:53 GMT  
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Muad Dib15 wrote on Sat, 27 December 2008 13:44Frontier Psychiatrist wrote on Sat, 27 December 2008 12:37generals was GREAT, THE ENGINE SUCKED THO

I think you have your things reversed. the engine was GREAT, GENERALS SUCKED THO  
the engine didnt supported shaders

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Subject: Re: Any word on next C&C?  
Posted by [rockstar256](#) on Sat, 27 Dec 2008 22:57:38 GMT  
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Generals was actually one of the C&C that required some better micro,macro.

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Subject: Re: Any word on next C&C?  
Posted by [GEORGE ZIMMER](#) on Sun, 28 Dec 2008 00:36:49 GMT  
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Generals itself was ok. But it wasn't C&C. It still should have had a way better story though...

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Subject: Re: Any word on next C&C?  
Posted by [Ethenal](#) on Sun, 28 Dec 2008 07:10:31 GMT  
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Cabal8616 wrote on Sat, 27 December 2008 18:36Generals itself was ok. But it wasn't C&C. It still should have had a way better story though...  
That would imply it even had a story...

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Subject: Re: Any word on next C&C?  
Posted by [pawky](#) on Sun, 04 Jan 2009 13:23:34 GMT  
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I was watching KW ladder season on Battlecast and in the end they said 2009 will have 2 major C&C announcements from EA.

So RA3 expansion and 1 other game?

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Subject: Re: Any word on next C&C?  
Posted by [R315r4z0r](#) on Sun, 04 Jan 2009 17:16:16 GMT  
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Generals... a "good game?"

Generals is the absolute worst seriously made game I've ever seen. (Big Rigs and similar failures don't qualify)

Forget it being a good C&C game, it was just a horrible game in general (pun not intended)

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Subject: Re: Any word on next C&C?  
Posted by [nope.avi](#) on Sun, 04 Jan 2009 17:46:54 GMT  
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Whaat Generals is probably the best rts i've ever played I'm not even kidding, it has so many awesome units (aurora bomber for one) the only game that I can compare to it is Age of empires 2.

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Subject: Re: Any word on next C&C?  
Posted by [pawky](#) on Sun, 04 Jan 2009 18:50:07 GMT  
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R315r4z0r wrote on Sun, 04 January 2009 11:16Generals... a "good game?"

Generals is the absolute worst seriously made game I've ever seen. (Big Rigs and similar failures don't qualify)

Forget it being a good C&C game, it was just a horrible game in general (pun not intended)

C'mon what are your reasons for it being such a bad horrible game?

Many reasons as to why Generals is awesome has already been discussed in this thread:

[http://www.renegadeforums.com/index.php?t=msg&goto=342299&rid=24364#msg\\_342299](http://www.renegadeforums.com/index.php?t=msg&goto=342299&rid=24364#msg_342299)

Baker wrote on Sun, 04 January 2009 11:46Whaat Generals is probably the best rts i've ever played I'm not even kidding, it has so many awesome units (aurora bomber for one) the only game that I can compare to it is Age of empires 2.

100% agree and also agree with the AOE 2 comparision.

It is one of the best unique RTS I ever played. Not to mention that it was C&C's first 3D RTS and the gameplay, tactics, strategy is all there! So why dislike it?

I only did not like the storyline. I would give it 5 stars. If there is a Generals 2, then I would be most happy but hope there are no terrorists and no commies. The whole terrorists/commies have been so overdone even the aliens watching us would be quite bored to death.

Why not they come up with a faction that is based in Africa with exotic technologies? They could have Elephant heavy tanks and Madagascar bombers! LOL? I should write EA with these new ideas...but meh, they would seek to continue the same storyline.

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Subject: Re: Any word on next C&C?

Posted by [iHavoc](#) on Tue, 06 Jan 2009 10:22:24 GMT

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TANKY wrote on Fri, 26 December 2008 20:53What's next after RA3? I personally think C&C is dead.

after buying RA3 Premier Edition you get a "invite" to the next C&C Beta game. So, its not dead

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Subject: Re: Any word on next C&C?

Posted by [YazooGang](#) on Tue, 06 Jan 2009 11:31:41 GMT

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Its 100% Generals 2.

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Subject: Re: Any word on next C&C?

Posted by [u6795](#) on Tue, 06 Jan 2009 11:36:01 GMT

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I wanted RA3 with Nazi's. Since EA seems so intent on having a disregard for things that cannot

be possible in the Red Alert timeline (like Japan) I figured it'd make equal sense to have the Nazi's exist in RA3- since Einstein was eliminated, Hitler in turn was not, tl;dr making Nazi Germany still a world power.

Faction could be made super awesomely too, with all the witchcraft and Nazi magic that fiction likes to attribute to the Nazis, and also various real technologies Hitler was working on such as the Land Battleship and jet fighters.

One thing I'd want though, while the rest of the game could be cheeky as fuck and I wouldn't care, the Nazi faction would have to be SCARY. Not corny-laugh-about-it scary, but real, shit-your-pants-at-how-menacing-and-truly-evil-the-nazi-characters-are scary.

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Subject: Re: Any word on next C&C?  
Posted by [LR01](#) on Tue, 06 Jan 2009 15:25:46 GMT  
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who knows what EA will bring us...

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Subject: Re: Any word on next C&C?  
Posted by [R315r4z0r](#) on Tue, 06 Jan 2009 17:44:51 GMT  
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u6795 wrote on Tue, 06 January 2009 06:36I wanted RA3 with Nazi's. Since EA seems so intent on having a disregard for things that cannot be possible in the Red Alert timeline (like Japan) I figured it'd make equal sense to have the Nazi's exist in RA3- since Einstein was eliminated, Hitler in turn was not, tl;dr making Nazi Germany still a world power.

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The Soviets don't know who Hitler is at the time they go back in time to eliminate Einstien. They go back in time to a date after Einstein already took out Hitler. That's why when the Soviets get back, Nazis don't exist and Japan had no one to stop them from gaining power. It's also the reason why the Chronosphere still exists.

Why couldn't it be possible for the Rising Sun to become a super power?

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Subject: Re: Any word on next C&C?  
Posted by [u6795](#) on Tue, 06 Jan 2009 19:53:19 GMT

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Why couldn't it be possible for the Rising Sun to become a super power? But the thing is, even with removing Einstein, according to RA2 World War II in the Pacific at least partially happened which would have destroyed/weakened the Japanese enough not to be a goddamn Empire like in RA3. At the very least, it wouldn't be such a SHOCKING CRAZY INSANE SUPRISE that the Japanese are powerful in RA3, considering the Allies would have already fought them. It's also really gay. I think Japan as a faction was a shitty idea, as there were so many other badass alternatives.

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Subject: Re: Any word on next C&C?

Posted by [pawky](#) on Tue, 06 Jan 2009 22:26:41 GMT

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Not really a good idea due to bad taste and a very bad one business-wise...otherwise it would have been done. I am sure they thought about it. EA would have to endure a marketing hell trying



to promote the game in Germany and some other countries.

ID Software (makers of Doom) had the toughest time promoting Wolfenstein 3D in the early 90's in Germany. The Germans banned the game. The German government and their entertainment board is extremely sensitive to anything related to Nazi's and suicide bombers. They even had the Crazy Ivan's from RA2 be changed to some other unit. They had terrorists from C&C Generals changed as well and had many infantry changed into cyborgs.

And if you look at a C&C game with the traditional movie sequences, then adding a Nazi faction with movie sequences with Nazi characters/storyline would probably would have got the game banned as well. Command & Conquer has a massive fanbase in Germany...EA would not want to isolate German players by bringing in stupid Nazis.

I highly doubt EA would want to go there but I agree a Nazi faction would have had some sick looking tanks, cool planes, and deadly infantry for sure.

u6795 wrote on Tue, 06 January 2009 13:53R315r4z0r wrote on Tue, 06 January 2009 12:44u6795 wrote on Tue, 06 January 2009 06:36I wanted RA3 with Nazi's. Since EA seems so intent on having a disregard for things that cannot be possible in the Red Alert timeline (like Japan) I figured it'd make equal sense to have the Nazi's exist in RA3- since Einstein was eliminated, Hitler in turn was not, tl;dr making Nazi Germany still a world power.

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You are assuming RA2 pacific battles hurt the Japanese. It did not.

The Japanese were not even involved in RA2. It was Europeans/Americans vs Soviets vs Koreans. No one focused on the Japanese and no one attacked them or hindered them from getting stronger.



Subject: Re: Any word on next C&C?  
Posted by [u6795](#) on Tue, 06 Jan 2009 23:38:29 GMT  
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Quote:sick looking tanks, cool planes, and deadly infantry for sure.

This is pretty much my entire point right here.

and yeah, I know, Germany is a tough sell with the gaming industry. It's an unrealistic idea but I was just saying what I wanted personally.

Edit: I was referring to the fact that in RA2 there are several war memorials that would not exist had the United States not fought and defeated Imperial Japan (AKA Iwo Jima memorial here in DC or wherever it is.) I don't think America would have those memorials had we not done some severe fucking up of our favorite Asian friends.

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Subject: Re: Any word on next C&C?  
Posted by [R315r4z0r](#) on Wed, 07 Jan 2009 00:27:15 GMT  
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I don't think you understand the plot of RA3...

First of all, in RA3, RA2 never happened. Soviets were crumbling after their defeat their invasion of the Allies in RA2, that's when they activated the time machine to take out Einstein before he could help the Allies from the Soviet's perspective.

This is all a repercussion of Einstein erasing Hitler in RA1, so the Soviets, having no knowledge that Einstein has already altered the past, go back to erase Einstein, but they erase him AFTER he already invented the Chronosphere and went back in time to erase Hitler.

Now, when the Soviets come back from erasing Einstein, they find that RA2 hasn't happened and the Soviet union is prospering. However, the group that went back in time are oblivious to Japan's uprising in the East, however other people that were already in the time line know all about them, as implied when Dasha acts surprised when Krukov doesn't know who the Empire is.

In my opinion, they were the best possible nation to have been added as a faction.

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Subject: Re: Any word on next C&C?  
Posted by [pawky](#) on Wed, 07 Jan 2009 02:13:49 GMT  
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Yeah, you are right there...there were indeed the Iwo Jima Memorial and Pearl Harbor Memorial as well.

But I think that's just Westwood's level design. They did not know EA would shut down their studio and come up with RA3 where RA2 is pointless.

I think EA is simple taking control of the series; by erasing RA2 and starting over kind of with RA3.

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I am playing C&C 3 now...I think I change my mind. It is indeed a good game.

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Subject: Re: Any word on next C&C?

Posted by [u6795](#) on Wed, 07 Jan 2009 02:32:26 GMT

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Yep.

Also, yes, C&C3 is underrated although it is still riddled with balance issues. Good game nonetheless.

@R3: I just sort of realized I just suffered a complete mindfuck. You are correct, apologies.

Too many exams to study for ;\_;

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