
Subject: C&C on the iphone
Posted by [Majiin Vegeta](#) on Tue, 27 Oct 2009 12:25:53 GMT
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<http://iphone.qj.net/Command-Conquer-Red-Alert-coming-to-the-iPhone/pg/49/aid/13> 5132
Just spotted that interesting bit of news

Seems to be good! shame it is not the old RA95

Subject: Re: C&C on the iphone
Posted by [Altzan](#) on Tue, 27 Oct 2009 12:32:27 GMT
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They should have done C&C Tiberian Dawn in my opinion.
Ah well, Red Alert is OK too.

Subject: Re: C&C on the iphone
Posted by [halo2pac](#) on Tue, 27 Oct 2009 15:38:23 GMT
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I can't wait till it comes out! I wish they would make it Multi-Player.

Subject: Re: C&C on the iphone
Posted by [_SSnipe_](#) on Tue, 27 Oct 2009 21:35:50 GMT
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damnit now i want the iphone

Subject: Re: C&C on the iphone
Posted by [Goztow](#) on Wed, 28 Oct 2009 07:53:21 GMT
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Feels like milking the franchise.

Subject: Re: C&C on the iphone
Posted by [_SSnipe_](#) on Wed, 28 Oct 2009 21:43:40 GMT
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Goztow wrote on Wed, 28 October 2009 00:53 Feels like milking the franchise.
?

Subject: Re: C&C on the iphone
Posted by [Majiin Vegeta](#) on Tue, 03 Nov 2009 22:18:42 GMT
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out today on the iphone!

£5.99

Correction

I noticed it today it was released on the 1st! even though i looked on the app store and never saw it yesterday!

twitter.com/eamobile

Update!

Buy at your own risk

Game crashes EVERYTIME i try to load a map be it campaign or skirmish

EA sucks once again

Subject: Re: C&C on the iphone
Posted by [cnc95fan](#) on Tue, 03 Nov 2009 23:02:48 GMT
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Mine is jailbroken so I'de probably have to update to play

Subject: Re: C&C on the iphone
Posted by [Majiin Vegeta](#) on Wed, 04 Nov 2009 19:00:28 GMT
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seems a new version of the itouch firmware crept out when i was not looking and was the cause of my unable to playness
