
Subject: Command & Conquer: Alliances
Posted by [R315r4z0r](#) on Thu, 08 Dec 2011 17:33:27 GMT
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This might be the next C&C game. Called "Alliances." And apparently Bioware might be involved with it.

<http://pc.gamespy.com/articles/121/1213953p1.html>

Whatever game Bioware is developing will be revealed on December 10th, so I guess we will know for sure then.

What do you guys think?

Subject: Re: Command & Conquer: Alliances
Posted by [GEORGE ZIMMER](#) on Thu, 08 Dec 2011 18:08:15 GMT
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NO

IT'S GOING TO BE A TERRIBLE RPG OR MMORPG

BIOWARE WAS AWESOME BUT FUCK THEY ARE AT THEIR WORST

YOU'RE NOT GOING TO LIKE THE WAY IT LOOKS, I GUARANTEE IT

Subject: Re: Command & Conquer: Alliances
Posted by [F1r3st0rm](#) on Thu, 08 Dec 2011 18:08:17 GMT
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schweet so now what they're gonna combine all the games in 1 big ass package

Subject: Re: Command & Conquer: Alliances
Posted by [GEORGE ZIMMER](#) on Thu, 08 Dec 2011 18:09:16 GMT
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F1r3st0rm wrote on Thu, 08 December 2011 11:08schweet so now what they're gonna combine all the games in 1 big ass package
They're DEVELOPING a game, not compiling. Bioware wouldn't be involved in that.

Subject: Re: Command & Conquer: Alliances
Posted by [nikki6ixx](#) on Thu, 08 Dec 2011 19:19:03 GMT

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So I can expect the next C&C to play like Massive Fart 2, or whatever unfun, boring dreck Bioware classifies as a 'game?' Terrific!

The franchise should just stay dead.

Subject: Re: Command & Conquer: Alliances
Posted by [Reaver11](#) on Thu, 08 Dec 2011 22:46:53 GMT

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Never conquer and nights 5 the command story?

Subject: Re: Command & Conquer: Alliances
Posted by [liquidv2](#) on Fri, 09 Dec 2011 01:22:38 GMT

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to be completely honest i don't even know what kind of game it would be is it another RTS? some weird FPS? or are they making a C&C RPG please god No

i was hoping they were making Generals 2; that's one thing EA did right they left the originals alone and made their own

Subject: Re: Command & Conquer: Alliances
Posted by [R315r4z0r](#) on Fri, 09 Dec 2011 02:57:06 GMT

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The video clip does kinda look like Generals.

Subject: Re: Command & Conquer: Alliances
Posted by [F1r3st0rm](#) on Fri, 09 Dec 2011 05:18:54 GMT

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GEORGE ZIMMER wrote on Thu, 08 December 2011 13:09F1r3st0rm wrote on Thu, 08 December 2011 11:08schweet so now what they're gonna combine all the games in 1 big ass package
They're DEVELOPING a game, not compiling. Bioware wouldn't be involved in that. never said anything about compiling the games. it's just weird that they would register those "redalert" "tiberium" "generals" domains

Subject: Re: Command & Conquer: Alliances
Posted by [Gohax](#) on Fri, 09 Dec 2011 05:38:41 GMT
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Tbh, I'm kind of waiting for this. Never had any problems with any Bioware games. This'll probably be an RTS, I think I read up on IGN about it being that. Said something about bioware making a strategy game or something of the sort.

Subject: Re: Command & Conquer: Alliances
Posted by [GEORGE ZIMMER](#) on Fri, 09 Dec 2011 06:27:17 GMT
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Gohax wrote on Thu, 08 December 2011 22:38Tbh, I'm kind of waiting for this. Never had any problems with any Bioware games. This'll probably be an RTS, I think I read up on IGN about it being that. Said something about bioware making a strategy game or something of the sort. Bioware has only developed like, one non-RPG game (which was actually really fucking good). Two if you count Mass Effect 2.

But their latest games have been genuine shit (Dragon Age 2, The Old Republic, etc). I guarantee it's going to be a terrible RTS/RPG hybrid that's going to be lauded as original and complex, but will end up being the spiritual successor to C&C4 (so, it'll be shit).

Fuck this shit, I'm waiting for End of Nations.

Subject: Re: Command & Conquer: Alliances
Posted by [Omar007](#) on Fri, 09 Dec 2011 08:38:37 GMT
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GEORGE ZIMMER wrote on Fri, 09 December 2011 07:27
I'm waiting for End of Nations.

Subject: Re: Command & Conquer: Alliances
Posted by [Jerad2142](#) on Fri, 09 Dec 2011 14:46:04 GMT
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Definitely looks like Generals, I thought Victory Games was working on the C&C Series?

Subject: Re: Command & Conquer: Alliances
Posted by [R315r4z0r](#) on Fri, 09 Dec 2011 15:04:32 GMT

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GEORGE ZIMMER wrote on Fri, 09 December 2011 01:27 But their latest games have been genuine shit (Dragon Age 2, The Old Republic, etc).
What's wrong with The Old Republic? I've played it and it's actually pretty fun.

Subject: Re: Command & Conquer: Alliances
Posted by [GEORGE ZIMMER](#) on Fri, 09 Dec 2011 16:19:41 GMT
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R315r4z0r wrote on Fri, 09 December 2011 08:04
fun.
You keep using that word. I do not think it means what you think it means.

Subject: Re: Command & Conquer: Alliances
Posted by [Starbuzz](#) on Fri, 09 Dec 2011 22:43:11 GMT
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liquidv2 wrote on Thu, 08 December 2011 18:22 or are they making a C&C RPG
please god No

Starbuzz's Siege Chopper would like to make a alliance with liquidv2's Dolphin. Accept Alliance?
Y/N?

jk

Seriously, you may get your wish...it does kinda look like Generals 2...that last few seconds in that preveiw video looks like some GLA trucks getting what they asked for.

Subject: Re: Command & Conquer: Alliances
Posted by [Jerad2142](#) on Sat, 10 Dec 2011 15:03:10 GMT
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GEORGE ZIMMER wrote on Fri, 09 December 2011 09:19 R315r4z0r wrote on Fri, 09 December 2011 08:04

fun.
You keep using that word. I do not think it means what you think it means.
It might not have been anything in comparison to DA 1, but 2 was still enjoyable, even if it was half as long, and suffered from severe budget cuts.

Subject: Re: Command & Conquer: Alliances
Posted by [liquidv2](#) on Sat, 10 Dec 2011 19:37:11 GMT

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Starbuzz wrote on Fri, 09 December 2011 16:43Starbuzz's Siege Chopper would like to make an alliance with liquidv2's Dolphin. Accept Alliance? Y/N?
liquidv2 accepts. Combine to use Dolphin Drop Attack? Y/N?

Subject: Re: Command & Conquer: Alliances
Posted by [Starbuzz](#) on Sat, 10 Dec 2011 20:27:56 GMT
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Starbuzz accepts. Unlocked Alliance Bonus Intel: enemy Dreadnought location! Attack? Y/N

lol

Subject: Re: Command & Conquer: Alliances
Posted by [Renx](#) on Tue, 13 Dec 2011 05:31:20 GMT
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C&C Continuum was a planned MMORPG by WS, got canceled by EA. I really don't get why anyone would be opposed to an RPG, things turned out pretty well when they brached off into FPS games...

Subject: Re: Command & Conquer: Alliances
Posted by [R315r4z0r](#) on Tue, 13 Dec 2011 05:36:25 GMT
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Renx wrote on Tue, 13 December 2011 00:31C&C Continuum was a planned MMORPG by WS, got canceled by EA. I really don't get why anyone would be opposed to an RPG, things turned out pretty well when they brached off into FPS games...
Because Westwood's previous MMO under EA's name was a monumental failure. Went WAY over budget and barely anyone ended up playing it.

And with their C&C MMO's concepts pushing extreme limits of what can be done in a game, EA decided to pull the plug.

Subject: Re: Command & Conquer: Alliances
Posted by [TankClash](#) on Tue, 13 Dec 2011 08:16:15 GMT
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^

The most annoying link code you'll ever look at

also this http://www.youtube.com/watch?v=w_WtYitk_VQ&feature=related

Subject: Re: Command & Conquer: Alliances
Posted by [F1r3st0rm](#) on Wed, 14 Dec 2011 21:33:10 GMT
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browser game lol
<http://www.ubergizmo.com/2011/12/command-conquer-tiberium-alliances-can-be-played-from-your-browser/>

Subject: Re: Command & Conquer: Alliances
Posted by [Lone0001](#) on Wed, 14 Dec 2011 21:51:50 GMT
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<http://www.youtube.com/watch?v=b-DCFVvV88g>

And here I thought the announcement of Generals 2 was bad enough...

Subject: Re: Command & Conquer: Alliances
Posted by [kamuixmod](#) on Wed, 14 Dec 2011 21:56:14 GMT
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wtf?! if its for free then ill eat a hat.

Subject: Re: Command & Conquer: Alliances
Posted by [Starbuzz](#) on Wed, 14 Dec 2011 22:02:15 GMT
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lol

that is all.

Subject: Re: Command & Conquer: Alliances
Posted by [TankClash](#) on Wed, 14 Dec 2011 22:12:56 GMT
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I'll bet this... be prepared to be bombarded by ads from all corners of the screen.

Subject: Re: Command & Conquer: Alliances
Posted by [R315r4z0r](#) on Thu, 15 Dec 2011 04:12:55 GMT
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If it gets some success... maybe they could make an actually, you know, decent C&C game with that type of multiplayer mode?

Subject: Re: Command & Conquer: Alliances
Posted by [Generalcamo](#) on Sun, 18 Dec 2011 15:30:12 GMT
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Be prepared to also have renegade prices for things...

Mammoth Tank: 20.00 USD
