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[Ea Announces Command & Conquer 3 Tiberium Wars](#)

The genre defining series is back!

The epic struggle between the Global Defense Initiative (GDI) and The Brotherhood of NOD continues... and the third Tiberium War is about to begin. Welcome back, Commander. Electronic Arts announced that Command & Conquer, the groundbreaking series that put the Real-time Strategy (RTS) genre on the map, is returning in full force with Command & Conquer 3 Tiberium Wars. This anticipated next chapter takes the popular series back to its roots in the Tiberium universe and features the fast, fluid gameplay that Command & Conquer is known for and a gripping story that will redefine storytelling in RTS games. It is 2047 and the stakes could not be higher. Tiberium - a self-replicating alien substance that has infected the Earth - is spreading like a radioactive ice age. The GDI, a high-tech alliance of the world's most advanced nations, is fighting to contain Tiberium, but Kane, the megalomaniacal leader of The Brotherhood of NOD has other plans for Earth. Kane's secret society turned superpower is bent on using Tiberium to take control and transform humanity into his twisted vision of the future. All-out war rages over Tiberium and the fate of the planet rests in the balance. "We have been waiting to reveal this game for quite some time and are thrilled to bring the series back to where it all began," said Louis Castle, VP of Creative Development at EA Los Angeles and co-founder of Westwood Studios, creator of the Command & Conquer series. "The Tiberium universe is a personal favourite of mine, and this saga's new direction will prove to be a worthy addition to one of the most celebrated RTS franchises."