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EA Announces *Command & Conquer: Rivals* Coming to iOS and Android

Raise an Army, Control Your Forces and Dominate Rivals in 1v1, Competitive PVP Battles.

Pre-Register Today for Your Chance to Play the Pre-Alpha

View the [EA PLAY Trailer](#)

LOS ANGELES--(BUSINESS WIRE)-- Today at EA PLAY in Los Angeles, Electronic Arts Inc. (NASDAQ: EA) announced *Command & Conquer™: Rivals*, a fresh and innovative player versus player (PVP) real-time strategy game (RTS) built from the ground up for mobile devices. Taking advantage of mobile's touch interface, *Command & Conquer: Rivals* gives players continuous control of their armies as they face off in intense head-to-head battles where skill and strategy are key to victory.

This press release features multimedia. View the full release here:

<https://www.businesswire.com/news/home/20180609005009/en/>



EA Announces *Command & Conquer: Rivals* Coming to iOS and Android (Graphic: Business Wire)

gameplay to deliver our vision," said Michael Martinez, General Manager of Redwood Studios. "*Rivals* is specifically designed for mobile, so we're giving players quick, head-to head live battles with continuous unit control, where skill and strategy reign supreme. The Google Play Pre-Alpha test allows us to put the game in the hands of our players earlier. We can't wait to hear what they think and will use our players' feedback to make *Rivals* better. We, the development team, are committed to delivering a fun, fair, and competitive experience for all players."

True to RTS games, planning and strategy are the keys to victory in *Command & Conquer: Rivals*. The intuitive mobile controls of the game allow players to focus their efforts on high-level strategy while also engaging in tactical battles. Each match requires a unique approach to a player's army composition and build order, where players must create winning combinations of infantry, tanks, aircraft, and hi-tech behemoths in order to defend and out-manuever an opponent.

Players will choose between the Global Defense Initiative and the Brotherhood of Nod factions, selecting their favorite Commanders to control their ultimate army in battle. By collecting, customizing, and upgrading a vast array of units and forces from the iconic *Command & Conquer* series, you can defeat your rivals on the battlefield and lead your army to victory.

For more information and to stay up to date on the latest news, follow *Command & Conquer: Rivals* on [Twitter](#).

About Electronic Arts

Starting today, players can pre-register to find out when *Command & Conquer: Rivals* is available worldwide by heading to www.cncrivals.com. Android users can also pre-register on Google Play™ by searching "*Command & Conquer: Rivals*". US and Canadian Android® players that pre-register will also be eligible to join the *Command & Conquer: Rivals* Pre-Alpha. Learn more about *Command & Conquer: Rivals* and the pre-alpha in this [blog](#) from the games General Manager, Michael Martinez.

"As huge fans of the strategy genre, we wanted to build a great RTS on mobile. *Rivals* embraces the spirit of the *Command & Conquer* franchise and reimagines

Electronic Arts (NASDAQ: EA) is a global leader in digital interactive entertainment. The Company develops and delivers games, content and online services for Internet-connected consoles, mobile devices and personal computers. EA has more than 300 million registered players around the world.

In fiscal year 2018, EA posted GAAP net revenue of \$5.2 billion. Headquartered in Redwood City, California, EA is recognized for a portfolio of critically acclaimed, high-quality brands such as The Sims™, Madden NFL, EA SPORTS™ FIFA, Battlefield™, Need for Speed™, Dragon Age™ and Plants vs. Zombies™. More information about EA is available at www.ea.com/news.

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