
Subject: History of C&C

Posted by [Lone0001](#) on Fri, 11 Mar 2011 01:44:25 GMT

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Although this is about a month old now, I'm sure it has slipped by few people, I know it has slipped by me.

Machinima did a 5-part series on the history of C&C, I found it to be pretty accurate and good.

If you want all of the embedded videos in one place you can [Click Here](#).

If not, Here are the links to each part:

Command & Conquer Part 1: Supply & Demand

Command & Conquer Part 2: Corporations & Communists

Command & Conquer Part 3: Diverging & Merging

Command & Conquer Part 4: New & Old

Command & Conquer Part 5: Death & Beyond

Subject: Re: History of C&C

Posted by [Altzan](#) on Fri, 11 Mar 2011 14:35:02 GMT

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Thanks for sharing - I hadn't seen it yet, and it was an interesting watch.

Subject: Re: History of C&C

Posted by [R315r4z0r](#) on Fri, 11 Mar 2011 21:08:16 GMT

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I watched that a few weeks ago. Very interesting indeed.

Subject: Re: History of C&C

Posted by [_SSnipe_](#) on Sat, 12 Mar 2011 18:53:18 GMT

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They canceled Tiberium right when they pretty much finished it....wtf...

Subject: Re: History of C&C

Posted by [GEORGE ZIMMER](#) on Sat, 12 Mar 2011 21:22:00 GMT

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(SSnipe) -BLU3Y3Z- wrote on Sat, 12 March 2011 11:53 They canceled Tiberium right when they pretty much finished it....wtf...

Seriously

What a waste of money; they already obviously spent plenty on development. And it looked fantastic, they actually got the ambiance down really well ;_;

If they really wanted, they could've just released it on Steam or something if they were worried about publishing costs. Ugh.

Subject: Re: History of C&C
Posted by [R315r4z0r](#) on Sat, 12 Mar 2011 21:46:22 GMT
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I heard that they had to chose between marketing Tiberium and some other Medal of Honor game that was being released around that time. They chose Medal of Honor because it was expected to have a higher profit margin.

The game ended up flopping anyway. So they made two poor choices; canceling Tiberium and canceling Tiberium in favor of Medal of Honor.

Subject: Re: History of C&C
Posted by [GEORGE ZIMMER](#) on Sat, 12 Mar 2011 22:35:04 GMT
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To be fair, they chose to go for Battlefield 1942 over Renegade 2... and in all fairness, they made the better business choice with that, as Renegade 2 would've still sold somewhat poorly (Though, probably better than Renegade if they had advertised it right...). So they probably thought it was going to go the same way.

Sadly, they didn't realize Medal of Honor died a long time ago, and competing against Cowwa Doody in its own playing field is a terrible idea.
