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Subject: Re: Cancelled

Posted by [Mad Ivan](#) on Tue, 13 Feb 2007 11:39:10 GMT

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SSnipe wrote on Tue, 13 February 2007 08:53we know how they were making a renegade 2 before it got Cancelled but what was Command & Conquer: Continuum?

I hope this answers your question:

Quote:

# Continuum was a MMORPG for people that didn't like MMORPGs (i.e. stand there and swing).

- \* "C&C meets Zelda meets Counterstrike" - that was the pitch line I always used. C&C universe, Zelda-like controls, Counterstrike style tactical combat.

- \* Had instanced "crisis zones" in it (this was EQ1 era, remember), hubbed flight routes, scripted boss battles, and a lot of other ideas that have shown up in all the MMORPG since. I guess they were good ideas!

- \* Set in the Tiberian future, with GDI, Nod, Mutants and CABAL. Scrin to be added later. We had Los Angeles half underwater, Area 51, Dino island, Newark airport a mutant city, etc.

- \* Combat was much more fluid and movement-oriented than most MMORPGs. Range was important for weapons use, and there were layers of counters for the weapon types.

- \* Creatures had many console-game-boss sensibilities, in that you could expose weaknesses on them and then hit those for extra damage.

The info is from Adam "Ishmael" Isgreen from Petroglyph.

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