
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.
