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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.

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