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Subject: Cancelled

Posted by [SSnipe\\_deleted](#) on Tue, 13 Feb 2007 06:53:37 GMT

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we know how they were making a renegade 2 before it got Cancelled but what was Command & Conquer: Continuum?

here some links

<http://pc.ign.com/objects/546/546205.html>

<http://www.cnc-source.com/index.php?page=c...t/ren2/ren2main>

[http://en.wikipedia.org/wiki/Command\\_&\\_Con....28Cancelled.29](http://en.wikipedia.org/wiki/Command_&_Con....28Cancelled.29)

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Subject: Re: Cancelled

Posted by [IronWarrior](#) on Tue, 13 Feb 2007 07:59:27 GMT

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SSnipe wrote on Tue, 13 February 2007 00:53we know how they were making a renegade 2 before it got Cancelled but what was Command & Conquer: Continuum?

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[http://en.wikipedia.org/wiki/Command\\_&\\_Con....28Cancelled.29](http://en.wikipedia.org/wiki/Command_&_Con....28Cancelled.29)

The first link was for Renegade 2 and the other two links are dead.

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Subject: Re: Cancelled

Posted by [light](#) on Tue, 13 Feb 2007 08:38:25 GMT

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Middle one should be:

<http://www.cnc-source.com/index.php?page=content/ren2/ren2main>

Not sure about bottom one.

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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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Subject: Re: Cancelled

Posted by [SSnipe\\_deleted](#) on Tue, 13 Feb 2007 20:34:31 GMT

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sorry the links worked before ill see whats up with them

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