
Subject: GameTrailers Exclusive C&C4 Trailer
Posted by [havoc9826](#) on Fri, 24 Jul 2009 05:06:36 GMT
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<http://www.gametrailers.com/game/command-conquer-4/11759>

Saw it on TV half an hour ago. Wow. Thoughts?

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [GEORGE ZIMMER](#) on Fri, 24 Jul 2009 05:14:05 GMT
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I'm massively impressed with the way things look. The ambiance and general environment is very pleasing. It's like TS but it's not rehashing TS- it actually looks BETTER, and as if the world definitely evolved more, rather than devolving like it looked in C&C3.

Another cool thing to note, we've another trailer to come- it still says 20 hours on the main C&C website. So, we'll probably get a (hopefully) longer trailer detailing different aspects. Chances are the GTTV one was a sort of "prologue" trailer.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [u6795](#) on Fri, 24 Jul 2009 05:58:39 GMT
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GEORGE ZIMMER wrote on Fri, 24 July 2009 01:14 I'm massively impressed with the way things look. The ambiance and general environment is very pleasing. It's like TS but it's not rehashing TS- it actually looks BETTER, and as if the world definitely evolved more, rather than devolving like it looked in C&C3.

Another cool thing to note, we've another trailer to come- it still says 20 hours on the main C&C website. So, we'll probably get a (hopefully) longer trailer detailing different aspects. Chances are the GTTV one was a sort of "prologue" trailer.

This. What we've seen so far excites me in every possible way. I even got a boner when those two orcas and the Ox transport flew over.

I've probably watched it online about 8 times now. <3 C&C

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [Starbuzz](#) on Fri, 24 Jul 2009 06:25:26 GMT
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GDI sure did a damn good job stopping the spread of Tiberium.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [havoc9826](#) on Fri, 24 Jul 2009 06:45:33 GMT
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u6795 wrote on Thu, 23 July 2009 22:58I've probably watched it online about 8 times now. <3
C&C

Just login with a bugmenot.com account and download the HD video.

I'm wondering how the Tacitus managed to survive whatever it was doing at the end of Kane's Wrath. Also, since they canceled Tiberium, I hope they try to integrate some of the story they were going to have in there into C&C4, so that we're not jumping ahead and missing out on some important part of the backstory that EA potentially screwed up somehow anyway.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [Herr Surth](#) on Fri, 24 Jul 2009 09:25:07 GMT
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OH YEAH!

Now if only I gave two shits about CGI trailers with bad music in the background.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [nopol10](#) on Fri, 24 Jul 2009 12:58:02 GMT
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The trailer looks quite good, hopefully this story would be better than C&C3's, not that it makes any difference since I'm going to buy it anyway.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [YazooGang](#) on Fri, 24 Jul 2009 16:26:45 GMT
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I kinda like it.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 24 Jul 2009 16:51:19 GMT
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I like the new trailer; I've watched it twice now.

The trailer in general was done really well. What I liked about it is that with the different camera

angles, they've made that cinematic look like a movie. Much more Tiberian Sun styled. I've always disliked the whole "invisible commander" idea where the briefings are limited to one camera angle and all of the actors are just looking at you through the computer screen. I really hope they get an actor to play the commander in this one, but I doubt it will happen.

Anyway, I hope a good story and gameplay comes out of C&C4.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [R315r4z0r](#) on Fri, 24 Jul 2009 21:29:24 GMT
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It's not an "invisible commander," Fobby, you ARE the commander. The people in the cutscenes are speaking to you, as the commander, directly.

You can't have multiple camera angles if you are viewing the scene through the eyes of someone else. It be like seeing a different 'camera angle' of yourself when you're talking to someone else.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 24 Jul 2009 22:00:05 GMT
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R315r4z0r wrote on Fri, 24 July 2009 17:29It's not an "invisible commander," Fobby, you ARE the commander. The people in the cutscenes are speaking to you, as the commander, directly.

You can't have multiple camera angles if you are viewing the scene through the eyes of someone else. It be like seeing a different 'camera angle' of yourself when you're talking to someone else.

I know. I understand the way it works, I just don't think that's the best way to go for cinematic.

All I am saying is that a first-person commander is very cheesy and unprofessional - which is why I loved the cutscenes in Tiberian Sun. It made the series a lot more believable and the cinematics movie-like. The C&C3 cutscenes aren't bad, but sometimes you want to see how bad ass your character really is. Also, actors are not trained to look into the camera, which is why Kucan was literally the best actor in C&C3.

Personally, my favourite C&C game characters were McNeil, Slavic, and Havoc - all of which was "you" but seen in 3rd person when in cinematics. Me in a wifebeater looking at the actors in my computer screen doesn't do it for me

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [Dover](#) on Fri, 24 Jul 2009 23:26:47 GMT
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[NEFobby[GEN] wrote on Fri, 24 July 2009 15:00]a first-person commander is very cheesy...I

loved the cutscenes in Tiberian Sun.

Tiberian Sun had easily the cheesiest FMVs of any C&C game. Let's kick some ass!

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [R315r4z0r](#) on Sat, 25 Jul 2009 03:56:41 GMT

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I have to agree with Dover, out of all the C&C games, TS is the only one that had a 3rd person commander, and I thought that it was a real demotion from the other C&C games... and I think a good amount of people felt the same way, that's why Westwood wrote off McNeil in Firestorm.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [nikki6ixx](#) on Sat, 25 Jul 2009 04:24:20 GMT

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I didn't give two shits that there was a '3rd person' commander because he was Michael fucking Biehn.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [_SSnipe_](#) on Sat, 25 Jul 2009 11:50:16 GMT

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I cant wait what happens,
-Its the last game of the TS series
-Kane is going to make a deal with GDI
-Kane was caught!
-World is pretty much dead

god can't wait

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [YazooGang](#) on Sat, 25 Jul 2009 16:02:37 GMT

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I hope its going to be a big ending since the tiberium storyline is big and great. It would suck is this big thing would just end with a little thing.

Subject: Re: GameTrailers Exclusive C&C4 Trailer

Posted by [Dover](#) on Sat, 25 Jul 2009 16:26:40 GMT

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R315r4z0r wrote on Fri, 24 July 2009 20:56I have to agree with Dover, out of all the C&C games, TS is the only one that had a 3rd person commander, and I thought that it was a real demotion from the other C&C games... and I think a good amount of people felt the same way, that's why Westwood wrote off McNeil in Firestorm.

nikki6ixx wrote on Fri, 24 July 2009 21:24I didn't give two shits that there was a '3rd person' commander because he was Michael fucking Biehn.

I didn't mind the third-person so much, but there's little dispute that the FMVs are cheesy as fuck.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [nikki6ixx](#) on Sat, 25 Jul 2009 16:45:43 GMT

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Dover wrote on Sat, 25 July 2009 11:26

I didn't mind the third-person so much, but there's little dispute that the FMVs are cheesy as fuck.

But pretty much all of the C&C videos were cheesy right from the first game until at least Red Alert 2. I figured that was some of the draw of the franchise, because I found the campyness enjoyable as opposed to other games which are all 'SRS BIZNEZ' in their storylines, and aren't terribly fun.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [Dover](#) on Sat, 25 Jul 2009 16:57:43 GMT

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nikki6ixx wrote on Sat, 25 July 2009 09:45Dover wrote on Sat, 25 July 2009 11:26

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Arguable. Tiberian Dawn and RA1 managed to be somewhat campy without being over-the-top cheesy like Tiberian Sun or the RTS equivalent of Benny Hill like RA2.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [_SSnipe_](#) on Sat, 25 Jul 2009 22:56:28 GMT

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Who else besides my thinks the world will end and kane with nod will win and move to the moon
=]

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [nikki6ixx](#) on Sat, 25 Jul 2009 23:08:25 GMT
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I think it'll just end with everyone nuking each other. That'd be pretty cool.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [Dover](#) on Sat, 25 Jul 2009 23:10:43 GMT
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Back on topic, with what we know so far (Nod and GDI are joining forces...again...), I'm willing to predict that the game will end with something cheesy where both sides win in some marginal way and the earth is saved.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [havoc9826](#) on Sat, 25 Jul 2009 23:57:55 GMT
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Dover wrote on Sat, 25 July 2009 16:10Back on topic, with what we know so far (Nod and GDI are joining forces...again...), I'm willing to predict that the game will end with something cheesy where both sides win in some marginal way and the earth is saved.
So you think C&C4 will end with GDI or Nod killing the Scrin version of the CABAL Defender like in TS:Firestorm?

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [Starbuzz](#) on Sun, 26 Jul 2009 00:11:50 GMT
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Well, ending with a GDI or Nod alternative is not really ending it. That leaves things open; they have to fully conclude it closing off most of the storyline(s).

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [GEORGE ZIMMER](#) on Sun, 26 Jul 2009 02:44:23 GMT
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Do remember they said end of the saga, not universe. Either they're ending the current continuous storyline involving Kane (Which I'm pretty sure they are), then doing future C&C's about something else (Possibly in space?), or they're going to then make an FPS or MMORTS series.

Subject: Re: GameTrailers Exclusive C&C4 Trailer

Posted by [reborn](#) on Sun, 26 Jul 2009 11:08:59 GMT

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The story better not be rubbish. I never actually want it to end, so if they insist on ending it, then it better be darn good.

Then I want them to make a movie, too.

Subject: Re: GameTrailers Exclusive C&C4 Trailer

Posted by [Omar007](#) on Sun, 26 Jul 2009 12:46:10 GMT

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reborn wrote on Sun, 26 July 2009 13:08The story better not be rubbish. I never actually want it to end, so if they insist on ending it, then it better be darn good.

Then I want them to make a movie, too.

Subject: Re: GameTrailers Exclusive C&C4 Trailer

Posted by [Starbuzzz](#) on Sun, 26 Jul 2009 13:20:21 GMT

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I think once they wrap up the storyline, they will move to FPS. That's the sensible thing to do...like what Bungie did with Halo; make 3 FPS games, finish the series, then move on to RTS.

Here's hoping EA does same. This way their fanbase is not split between genres leading to poor cash.

Subject: Re: GameTrailers Exclusive C&C4 Trailer

Posted by [havoc9826](#) on Mon, 27 Jul 2009 07:21:20 GMT

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GEORGE ZIMMER wrote on Sat, 25 July 2009 19:44Do remember they said end of the saga, not universe. Either they're ending the current continuous storyline involving Kane (Which I'm pretty sure they are), then doing future C&C's about something else (Possibly in space?), or they're going to then make an FPS or MMORTS series.

Starbuck wrote on Sun, 26 July 2009 06:20I think once they wrap up the storyline, they will move to FPS. That's the sensible thing to do...like what Bungie did with Halo; make 3 FPS games, finish the series, then move on to RTS.

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Geez, you've both already forgotten that EA was making and later canceling the FPS "Tiberium" long before C&C4 was even in the works?

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [u6795](#) on Mon, 27 Jul 2009 17:23:20 GMT
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havoc9826 wrote on Mon, 27 July 2009 03:21GEORGE ZIMMER wrote on Sat, 25 July 2009 19:44Do remember they said end of the saga, not universe. Either they're ending the current continuous storyline involving Kane (Which I'm pretty sure they are), then doing future C&C's about something else (Possibly in space?), or they're going to then make an FPS or MMORTS series.

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Geez, you've both already forgotten that EA was making and later canceling the FPS "Tiberium" long before C&C4 was even in the works?
Not quite. It's rather easy to foresee EA returning to an FPS series after C&C4 is done.

Subject: Re: GameTrailers Exclusive C&C4 Trailer
Posted by [Dover](#) on Mon, 27 Jul 2009 20:03:28 GMT
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Geez, you've both already forgotten that EA was making and later canceling the FPS "Tiberium" long before C&C4 was even in the works?

A game being cancelled doesn't necessarily preclude the story from being told. Blizzard canceled some RPG-type game in the WarCraft universe, but the story of it's main character (Thrall) was introduced in novel form and then expanded on in WarCraft III. Similarly, Blizzard has basically canceled StarCraft: Ghost but Nova's story was also told in novel form and will most likely be expanded on in StarCraft II.

tl;dr: While it's not the same as getting the game in the first place, from a storyline/lore point of view a game being canceled isn't the end of the world.
