

= Command & Conquer ( 1995 video game ) =

Command & Conquer , sometimes known as Command & Conquer : Tiberian Dawn , is a 1995 real @-@ time strategy video game developed by Westwood Studios and published by Virgin Interactive . Set in an alternate history of modern day , the game tells the story of a world war between two globalized factions : the Global Defense Initiative of the United Nations and a cult @-@ like militant organization called the Brotherhood of Nod , led by the mysterious Kane . The groups compete for control of Tiberium , a mysterious substance that slowly spreads across the world .

Westwood first conceived Command & Conquer during the final stages of the development of Dune II , and it expands on ideas first explored in that title . Inspired by the events of the era , particularly the Gulf War , the team gave the game a modern warfare setting . The game contains live @-@ action full motion video cutscenes , which star Westwood employees and a single professional actor , Joseph D. Kucan , who plays Kane .

Command & Conquer was a commercial and critical success , selling over three million copies and winning numerous awards . It has been cited as the title that defined and popularized the real @-@ time strategy genre . The game was the first in the Command & Conquer series , which sold 30 million copies by 2009 . To mark the 12th anniversary of the franchise , Electronic Arts , the current publisher and owner of the series , released the game for free in 2007 .

= = Gameplay = =

Command & Conquer requires the player to construct a base and to gather resources in order to fund the production of buildings , technologies , and combat units to attack and conquer an opponent 's base . The game contains two playable factions : the Global Defense Initiative ( GDI ) and the Brotherhood of Nod . GDI units are sturdy and powerful , but expensive . Meanwhile , Nod armies are made up of a mix of cheap and numerous units , mixed in with unusual units such as rocket bikes and stealth tanks . As a result , GDI focuses on large @-@ scale strategic attacks , while Nod creates bigger armies and uses unconventional tactics . There are roughly fifty units and structures in total . Tiberium , the game 's sole resource , is gathered by harvester units that carry it to a refinery structure for processing . When the player constructs buildings , additional units and structures become available for purchase . Command & Conquer features two single @-@ player campaigns , one each for the GDI and Nod factions . The objective of most campaign mission objectives is to destroy or take control of enemy buildings . The missions begin with live @-@ action full motion video ( FMV ) cutscenes .

The original DOS release features multiplayer with up to four players , a rarity at the time . Multiplayer over an Internet connection was added in Command & Conquer Gold , which also features SVGA visuals . The game 's Sega Saturn and PlayStation ports lack multiplayer support , but the latter release includes the fifteen single @-@ player missions from The Covert Operations expansion pack . The Nintendo 64 version features updated graphics , with 3D models and environments . The FMV cutscenes were removed and replaced with static images , accompanied by voice acting and sound effects . While the Nintendo 64 version includes four new " Special Ops " missions , it lacks multiplayer support .

= = Plot = =

= = = Setting = = =

Command & Conquer is set in an alternate timeline , after a meteorite crashed near the river Tiber in Italy in 1995 . The meteorite brings with it an extremely toxic alien substance called Tiberium , which becomes extremely valuable because of its ability to absorb and crystallize precious metals from the surrounding soil . An ancient , cultic secret society called the Brotherhood of Nod claims to have foreseen the potentials of this new substance , investing in the development of technology to

harvest and refine Tiberium crystals ahead of the scientific community . Nod soon controls nearly half of the supply and uses these assets to sustain a rapidly growing army of followers worldwide . The group is led by a self @-@ proclaimed messianic figure known only as Kane .

Following a series of international terrorist bombings that culminate in the destruction of the fictional Grain Trade Center in Vienna - attacks which are quickly attributed to the Brotherhood of Nod - the United Nations Security Council realizes that Kane and Nod are commencing a global campaign of terrorism , and authorises the Global Defense Initiative to intervene on its behalf in 1999 , setting a conflict in motion that escalates into a world war .

= = = Story = = =

Command & Conquer features two sub @-@ plots based on the two playable factions of the game . Commanding the Global Defense Initiative 's troops , the player becomes instrumental in eliminating Nod 's European forces . Under the command of General Mark Jamison Sheppard , the player completes missions that range from securing a beach , to rescuing civilians and scientists , to defending GDI bases from Nod assaults . Combat occurs in countries of Central and Eastern Europe . A major plot element is an international scandal caused by a Nod media manipulation , which convinces the world that the GDI deliberately attacked and massacred the Polish city of Bia?ystok . This leads to a cut in GDI funding , forcing the player to play several missions with limited forces . Finally , the player besieges the Temple of Nod in Sarajevo , Bosnia , which Kane uses as his main base of operations .

As a new recruit in the Brotherhood of Nod , the player initially performs tasks for the Brotherhood 's second @-@ in @-@ command , a man known as Seth . After Seth attempts to deploy the player in an operation against the United States military without Kane 's approval , Kane kills him and thereafter issues commands to the player directly . The player 's goal is to drive GDI forces out of North Africa through the use of both conventional and unconventional warfare . In a ploy to secure victory for Nod , the player is assigned to gain control of GDI 's space @-@ based ion cannon , and to establish Nod 's Temple in South Africa . The campaign ends with the entire African continent under Nod 's control , and with the Brotherhood planning to achieve the same in Europe . The conclusion of the campaign allows the player to choose a historical landmark to destroy with GDI 's hijacked ion cannon , in order to shatter GDI 's public image . Potential targets include the White House , the British Houses of Parliament , the Eiffel Tower and the Brandenburg Gate .

= = Development = =

Westwood Studios began developing Command & Conquer in early 1993 , after conceiving the game near the end of Dune II 's development . The team sought to build on the foundation laid by their earlier game , and Westwood co @-@ founder Brett Sperry later said that " Command & Conquer was the net result of the Dune II wish list . " Following the success of Dune II , Sperry believed that " it was time to build the ultimate RTS " with an original intellectual property . He later said that he was " fanatical about calling the game ' Command & Conquer ' , " because he believed that the title was an ideal summary of the gameplay .

As with Dune II , Command & Conquer originally took place in a high fantasy world before being redesigned . The team changed to a modern warfare setting because of the political climate of the mid @-@ 1990s , and they later cited the Gulf War as a key influence in this decision . Westwood co @-@ founder Louis Castle said that " [ w ] ar was in the news and the threat of terrorism was on everyone 's mind " . The setting was further influenced by Sperry 's belief that future wars would not be " nation @-@ to @-@ nation " , but would rather be " fought between Western society and a kind of anarchistic terror organization that doesn 't have a centralized government . " The team sought to make the player feel like their computer was " a terminal to a real battlefield " , going so far as to make the installation process resemble hacking a " military infrastructure " . However , Castle noted that the team " created [ a parallel universe ] to avoid dealing with the sobering issues of a real war . "

In a retrospective , Paul Mallinson of Computer & Video Games ( CVG ) wrote that the game 's production was " speedy , focused and fun " . Castle said that , because the company was creating other titles at the time , development of Command & Conquer was not a " working party " ; but lead programmer Joe Bostic later said that it was " so much fun that I would sometimes marvel that I actually got paid as well . " The game 's playtesters were enthusiastic about the game during development , which Castle later said had encouraged the team to work harder . The team created live @-@ action FMV cutscenes for the game . These cutscenes contain no professional actors aside from Kucan , who played Kane and was heavily involved in their production . The cast is made up of Westwood team members , and a low budget meant that filming took place in " spare rooms " and warehouses . Castle later said that the team " had no illusions that we were as good as TV or film , " but that the cutscenes were not intentionally campy . He credited Kucan with " taking ragtag group of people who had no business in front of a camera and making something reasonably good . " To replace the spice from Dune II , the team introduced Tiberium , which was inspired by the 1957 B @-@ movie The Monolith Monsters . Castle said that the team 's goal in both cases was to create " a central resource that everybody was fighting over . " As with Dune II , the soundtrack was composed by Frank Klepacki .

To create the game 's landscapes , the artists took digitized photographs of real world terrain and manipulated them with rendering techniques .

= = Release = =

The game was released for DOS in 1995 . In 1996 , the game received a Windows 95 re @-@ release titled Command & Conquer : Gold ( also known as C & C 95 ) , featuring SVGA visuals . A port for the Macintosh was released in 1996 , with the Sony PlayStation and Sega Saturn versions following in 1996 ? 97 , and the Nintendo 64 version arriving on June 29 , 1999 . Due to a deal between Virgin Interactive and Sega , the console version was a Saturn exclusive until 1997 . In 2007 , Command & Conquer was released as a free download by Electronic Arts . The game 's PlayStation version was later released on the PlayStation Network in Europe .

In 1996 , Westwood released an expansion pack The Covert Operations , adding 15 new missions . A spin @-@ off game titled Command & Conquer : Sole Survivor focuses entirely on online multiplayer , putting the players in control of single units in modes such as deathmatch and capture the flag .

In 2008 , an unofficial patch was released to keep C & C working on both 32 and 64 bit versions of Windows XP and higher . The patch fixes several bugs in the game , and adds upgrades like higher resolution and support for language packs .

= = Reception = =

Command & Conquer was a commercial success , selling over three million copies . Critical reception was highly positive . In 1998 , Command & Conquer Gold was nominated at the Academy of Interactive Arts & Sciences ' first annual Interactive Achievement Awards in the category " Computer Strategy Game of the Year " .

Entertainment Weekly 's Bob Strauss offered the game effusive praise , writing : " If you liked playing with toy soldiers as a kid , you 'll think you 've stepped on a land mine and gone to heaven " . Strauss believed that its cutscenes , voice clips and " nonstop action " served to " [ enliven ] the usually stodgy war game genre " . After highlighting its multiplayer and citing its installation process as " the coolest [ ... ] I 've ever seen " , he concluded that the game " makes other war simulations look as flat as Risk . " Peter Smith of Computer Games Magazine called Command & Conquer " an adrenaline rush in a box " , writing : " Everything about this game shouts quality . " Smith lauded the game 's music and sound effects , gameplay and story , and even its install program . Smith noted some minor problems , citing issues with the game 's artificial intelligence , but finished by saying that " Westwood has really raised the bar with this one . " Chris Hudak of GameSpot wrote : " Starting from the load @-@ screens and straight on ' til morning , Command & Conquer is one of

the finest , most brilliantly @-@ designed computer games I have ever seen . "

Martin E. Cirulis of Computer Gaming World wrote that Command & Conquer " remains mainly a good , networkable version of Dune II " . Cirulis found the game 's interface intuitive and described its online component as " sophisticated and easy @-@ to @-@ use " , also praising its story for being " as interesting as the actual tactics and gunfire " , and commented that he " would buy C & C2 just to see where things are going to end up " . However , according to him , the developers failed " to correct major shortcomings " in Dune II , as its fog of war does not fit with the real @-@ world setting , also finding fault with design choices in the game 's missions , which he believed were structured like " puzzles " that allowed for only one way to win . Nevertheless , he concluded that it remained " the best @-@ looking and sounding strategy game yet " despite its flaws , and that it was " more than entertaining enough to make up for its shortcomings . " Writing for PC Gamer US , T. Liam McDonald wrote that the game " has all the playability of Dune II , but with more diverse units , more unusual scenarios , and impressively executed wraparound cutscenes . " McDonald called its combat a " satisfying blend of action and strategy " , and noted that this , combined with an attention to " little details " , made the game a " success " , also praising its cutscenes as " terrifically executed " . Although he was disappointed that the game lacked " fancier terrain or another zoom level " , McDonald concluded : " This game is a whole lot of fun , so get it , play it , and love it like your own child . "

= = = Ports = = =

Reviewing Command & Conquer 's Sega Saturn port , Next Generation commented that it did little to improve the core game , and noted its lower resolution and missing multiplayer functionality as significant negatives . However , the review still called it one of the console 's best games and a " must @-@ buy for Saturn owners " . CVG 's Kim Randell wrote that the Saturn version is " up there with AM2 's finest games " and " a joy to play " , as it " thrives on deceptively simple gameplay " despite its unimpressive graphics and sound , and adding that the later missions are " masterpieces of gaming design " . Randell believed that the port 's missing multiplayer mode would have made it as good as Virtua Fighter 2 and NiGHTS Into Dreams , but that it " isn 't far off this realm of excellence " without it .

Game Informer 's three reviewers praised the Saturn and PlayStation ports of Command & Conquer . While the magazine 's Andy McNamara wrote that " the best way to play C & C is on the PC " , he called the console version a " fantastic port " marred only by " rather clumsy " controls and the inability to save in the middle of a mission . Andrew Reiner agreed , calling it a " flawless PC port " that " perfectly " recreates the thrills of the original ; but he was displeased that it did not feature multiplayer support . Jon Storm summarized it as " an excellent addition to any PlayStation or Saturn library . " A reviewer for Next Generation wrote : " Just like the ported Saturn version , PSX [ PlayStation ] C & C adds little to the existing game . " The review 's author cited the lower resolution and lack of multiplayer as low points , but noted that the addition of the Covert Operations missions " adds to the overall replay value " .

Reviewing the Nintendo 64 version of Command & Conquer , Erik Reppen of Game Informer wrote that it " has done an amazing job of completely reworking the old levels into a 3D polygonal format . " Although he said that the game " offers plenty to keep you entertained " , he disliked the heavy sound compression and the loss of the FMV cutscenes present in earlier versions . IGN 's Aaron Boulding opened his review by saying : " To their credit , Looking Glass developed Command & Conquer with all of the elements you want from a quality RTS . " Boulding praised the gameplay and the Special Ops missions , but noted that most of the units were distinct from the PC version . He was less happy with the port 's graphics , calling them " hit and miss " , though he lauded the audio effects and voice work . Boulding also said the controls were well handled , though a bit complicated , and concluded : " Command & Conquer is a fine game and may get a little addictive for anyone who never got into the PC version of the game . But for anyone who ran through the old version , the N64 won 't offer much in the way of new thrills beyond the new N64 missions and the 3D world . "

Next Generation commented that , while earlier ports had trouble recreating the mouse controls of the original , the Nintendo 64 version " handles it beautifully " . The review 's author stated that the controller 's analog stick " allow [ s for ] the same simple point and click interface as the PC " , adding that " the entire interface is equally responsive and well planned . " The reviewer praised its graphics and audio , even calling the voice acting " the most competent [ ... ] ever to appear en masse on the platform " , but disliked its lack of multiplayer support , and concluded that the port " keeps the spirit of the game perfectly while adapting it wonderfully to the limitations of the N64 " . James Bottorff of The Cincinnati Enquirer believed that advancements in the real @-@ time strategy genre rendered the Nintendo 64 port outdated , despite its new " bells and whistles " . However , Bottorff wrote that those who had not played earlier Command & Conquer releases would find it " highly addictive " , adding that its " controls are surprisingly good for a PC port . "

= = Legacy = =

Command & Conquer spawned the Command & Conquer franchise , which sold 30 million copies in total by November 2009 . The story of the game continued in the Tiberian series , including an action title Command & Conquer : Renegade that revisits the original game 's First Tiberium War . In 1996 , Westwood launched the prequel series Red Alert , telling the story of a global conflict between the Western nations and the Soviet Union which took place instead of World War II . As its direct sequel is Command & Conquer : Tiberian Sun , the original Command & Conquer has since widely been referred to by fans as Tiberian Dawn , which also distinguishes itself from the series that it gave its name to .

The game has also been cited as a large influence on the real @-@ time strategy genre overall . In 1996 , Computer Gaming World ranked Command & Conquer as the 48th best game of all time , opining that despite being not " as complete a design as Warcraft II " , the game set " a new standard for great multiplayer play " . That same year , Next Generation ranked it as the 49th top game of all time for how " it brought war gaming out of prehistoric , hexagonal mire and made it cool " . CVG 's Mallinson wrote in 2002 that " hundreds of other strategy games " , from StarCraft to Age of Empires , had borrowed concepts from Command & Conquer and " the RTS genre is still thriving , and that is all thanks to Command & Conquer " . Bruce Geryk of GameSpot commented that " the name [ Command & Conquer ] is nearly synonymous with RTS gaming " ; and GameSpy 's Mark Walker wrote that " Warcraft and Dune II were little more than warm up acts " for Command & Conquer , which " blew open the genre " , and credited the title with popularizing real @-@ time strategy games in the years following its release . Dan Adams of IGN wrote that the game , alongside Warcraft : Orcs & Humans , " cemented the popularity " of the real @-@ time strategy genre in the wake of Dune II . Polish web portal Wirtualna Polska ranked it as the seventh most addictive game " that stole our childhood " .