
Subject: Command and Conquer inspired by 1984?
Posted by [gam3rj](#) on Wed, 13 Oct 2004 22:33:29 GMT
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I've been reading this recently and a lot of references remind me of Command and Conquer. I was wondering if anyone else was brought on this, perhaps it's just my personal thoughts.

Subject: Command and Conquer inspired by 1984?
Posted by [Ryan3k](#) on Wed, 13 Oct 2004 23:11:41 GMT
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I've never read 1984, but it is entirely possible that the C&C storyline could have allusions to 1984 in it.

To clarify, do you mean a specific game, like Red Alert or Tiberian Dawn, or C&C as a whole?

This thread reminds me of how I personally felt Dune and Romeo & Juliet had many similarities.

Subject: Command and Conquer inspired by 1984?
Posted by [PointlessAmbler](#) on Thu, 14 Oct 2004 00:00:58 GMT
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Dune and Romeo and Juliet? I think I need to reread Dune, off the top of my head I can't think of any correlation between the two 0_o

But on 1984 and Command and Conquer, what in particular stands out?

Subject: Command and Conquer inspired by 1984?
Posted by [Deactivated](#) on Thu, 14 Oct 2004 18:55:16 GMT
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The Ion Cannon and Recon Bike were inspired by the movie Akira.

Subject: Command and Conquer inspired by 1984?
Posted by [BonHair](#) on Thu, 14 Oct 2004 19:20:18 GMT
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Speaking of Dune and C&C: isn't C&C inspired by Dune? Tiberiun = melange? And the fact that Westwood made Dune games too...

Subject: Command and Conquer inspired by 1984?
Posted by [Brutus](#) on Thu, 14 Oct 2004 19:52:44 GMT
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Quote:"He who controls the past, controls the future; and he who controls the present, controls the past."

Sounds familiar? One of Kane's favorite sayings, ripped directly from "1984"

BonHairSpeaking of Dune and C&C: isn't C&C inspired by Dune? Tiberium = melange? And the fact that Westwood made Dune games too...

Resource collection is a key element of most RTS games, and most RTS game have it in some form. In C&C it happened to be tiberium.

Subject: Command and Conquer inspired by 1984?
Posted by [Ryan3k](#) on Thu, 14 Oct 2004 20:41:21 GMT
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Command and Conquer:
"He who controls the past, controls the future; and he who controls the present, controls the past."

Dune:
"He who controls the Spice, controls the universe!"

I can't remember if the latter quote is exclusive to the movie or the novel, or if it can be found in both. However, the Dune games have drawn more from the movie, I would say. For example, the weirding modules used by the Fremmen ONLY IN THE MOVIE were used by them in Emperor: Battle for Dune.

Subject: Command and Conquer inspired by 1984?
Posted by [ViolentOrgy](#) on Fri, 15 Oct 2004 01:35:12 GMT
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Well C&C (original) had some gi joe-yness to it if u think about it.

Subject: Command and Conquer inspired by 1984?
Posted by [Creed3020](#) on Fri, 15 Oct 2004 02:54:57 GMT
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I have read 1984 many times and I can't say that there are many connections other then the ones mentioned above. 1984 is an amzing book but I can't bring to mind anything C&C related at the moment. I also recommend Brave New World, Aldous Huxley

Subject: Command and Conquer inspired by 1984?
Posted by [Cypher \[PCNC\]](#) on Fri, 15 Oct 2004 13:39:54 GMT
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Oh, for f's sake....

It's: He who controls the past, commands the future. He who commands the future, conquers the past.

That's the C&C saying.

I don't know what other saying there is in 1984, but the C&C saying is similar to something either Stalin or Lenin once said (or someone else), in reality.

Subject: Command and Conquer inspired by 1984?
Posted by [Brutus](#) on Fri, 15 Oct 2004 18:21:27 GMT
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You are not thinking of "a single death is a tragedy, a million deaths is a statistic", which was said by Stalin in RA1?

Subject: Command and Conquer inspired by 1984?
Posted by [Cypher \[PCNC\]](#) on Sat, 16 Oct 2004 03:57:45 GMT
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No, I'm not thinking of Stalin's "If you kill one, it is a tragedy. If you kill ten million, it is a statistic".

Subject: Command and Conquer inspired by 1984?
Posted by [Sir Phoenixx](#) on Sat, 16 Oct 2004 14:45:57 GMT
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<http://www.historyguide.org/europe/lecture10.html>

Quote:"Who controls the past, controls the future; who controls the present controls the past," wrote Orwell.

Subject: Command and Conquer inspired by 1984?
Posted by [gam3rj](#) on Sun, 17 Oct 2004 19:35:02 GMT
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Perhaps "inspired" was not the word, but more the less, 1984 reminded me of CnC a lot.

Subject: Command and Conquer inspired by 1984?
Posted by [HTGunny](#) on Tue, 30 Nov 2004 03:03:41 GMT
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I can't remember if the latter quote is exclusive to the movie or the novel, or if it can be found in both. However, the Dune games have drawn more from the movie, I would say. For example, the weirding modules used by the Fremmen ONLY IN THE MOVIE were used by them in Emperor: Battle for Dune.[/quote]

reread the book - weirding modules are in both

Subject: Command and Conquer inspired by 1984?
Posted by [glyde51](#) on Tue, 30 Nov 2004 03:11:53 GMT
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Subject: Command and Conquer inspired by 1984?
Posted by [Oblivion165](#) on Tue, 30 Nov 2004 03:22:53 GMT
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well everything is just a rip off of something else. like every simpsons halloween special has at least one twilight zone rip. AND like 90% of twilight zone episodes are rips from greek plays and such.

Subject: Command and Conquer inspired by 1984?
Posted by [Jecht](#) on Tue, 30 Nov 2004 03:26:38 GMT
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if everything is a rip of something else, then where did the rips come from? O_o

Subject: Command and Conquer inspired by 1984?
Posted by [Oblivion165](#) on Tue, 30 Nov 2004 03:35:09 GMT
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the Coca Cola corp.

Subject: Command and Conquer inspired by 1984?
Posted by [Deactivated](#) on Tue, 30 Nov 2004 14:36:47 GMT
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Drink YEO-CA Cola!

Subject: Command and Conquer inspired by 1984?
Posted by [NHJ BV](#) on Tue, 30 Nov 2004 21:36:05 GMT
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HTGunnyreread the book - weirding modules are in both

Which book have you been reading? Weirding modules are most definately not in the books. They are in the movie, and they are in the game (E: BFD).

Subject: Command and Conquer inspired by 1984?
Posted by [IRON FART](#) on Wed, 01 Dec 2004 06:32:10 GMT
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C&C has a lot of influences. Past, present... It shares a lot of themes with other movies and books and no doubt 1984. The guy who wrote that was writing about the future i believe. Well its the same thing here. The writer of the C&C storyline (forgot name started with L I think) was just writing about an alternate future.
