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Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 13 Dec 2007 03:35:30 GMT

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It's not "blind hate" for EA. In fact I supported some of EA's decisions in the past, and I am in support of the idea of a new C&C FPS. However, people like me, Ryu, and others are giving rational arguments about why we prefer Renegade's arcadey, fast, fluid, and fun gameplay over slow-paced realism-based games.

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