
Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Thu, 13 Dec 2007 14:59:40 GMT
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Why don't you try to understand the logic behind C&C Mode first before bashing it?

And you blatantly insult Renegade mockingly calling it the "holy grail of PC games."

There are so many things that have kept this underrated and sidelined game from dying in the shadows of ignorance:

- 2 unique teams
- variety of vehicles
- various infantry classes (w/various weapons)
- Tiberium, harvesters, credits = ECONOMY
- Buildings with unique functionality
- Armor/Health bar instead of stupid lame ass 2 shot kills (excluding snipers).

I know I am missing many things but let me ask you this:

So is it really ignorant of us remaining Renegade players to ask for a newer updated version with the current graphical standards? I don't think so.

What we hate is a game that promises endless and unsatisfactory killfests ("yay I have most kills") like in Halo. CTF, King of the Hill, Deathmatch, bullshit and other useless modes.

I played Halo. The SP were awesome but MP was a joke. I don't like random aimless walking around the map bullshit with the only goal of increasing my kill count or getting a vehicle.

I remember how useless and unsatisfying playing Halo MP was. N00bs would teamkill me so they can get on their damned Banshees.

OH I forgot:

Toggle Spoiler \$\$\$Your 100 dollars\$\$\$ - But I know you get a lot more from EA
