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Subject: Re: C&C Tiberium - FPS Game

Posted by [trooprm02](#) on Thu, 13 Dec 2007 17:10:43 GMT

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Um, looking from the pre-release video of this game so far, has worried me. Im talking about a not-supposed-to-be-released video, which I managed to get my hands on, and ill upload it to some site, and link back to site and you can see what I mean. Also, im going to go out and hopefully find that game informer issue, high scan res em, .pdf, .zip em, and upload those aswell.

About the gameplay, basically, best scenario would be, C&C Mode (aow) would be recopied EXACTLY. They would improve the graphics of the game, because of the new engine, better SP (meaning better AI, gameplay value etc), but for online gameplay, just new vechiles, some old ones, same for the inf. 3 way battles? Gay. Should stay gdi vs nod. This whole scrin thing I think is a disgrace to the C&C Series, and in that sense, EA has already failed. Btw, from the prototype video, it shows gameplay for a split second, and it looks like just a cheap bf242 copy

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