
Subject: Re: C&C Tiberium - FPS Game

Posted by [Oblivion165](#) on Thu, 13 Dec 2007 18:41:25 GMT

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Renegade is ok imo but it has a lot of problems that forced me to move on.

You walk up to a guy and your looking at his back, he has a RamJet and I have a chain gun. I take my time, point it right on his head and let loose a barrage of bullets. Not only does it not kill him but he has plenty of time to turn around, jump around like a moron and shoot me dead after 10 seconds of chain gun madness.

Ok so thats how the game is going to be....I don't quite have enough for my Ramjet character so I go with the 500 sniper. I go out there and look for some cover.....hmm no cover...well I'll use what I got. Guy walks around the corner a million miles away and we both instantly see each other. With no real cover to speak of an the way Renegade is rendered we might as well both be wearing Richard Simmons pink. The first thing the guy does is start jumping around like an idiot. Should I crouch behind this object? Wouldn't matter if I did because my bounding box doesn't go with me and he will know exactly where I am at all times anyway.

To hell with it, I'm just going to shoot at him. Pow, one shot in the neck....What??? No death?? I know it wasn't in the head but the torso/neck area is kind of very important to survival. At this point the guy is really thrashing around, he is all over the place. 18 shots later the guy is hit again and goes down.

Well that was....yeah....so lets head back to the base and get a refill. On the way back there is a minigunner, well he is right on my ass so using this sniper rifle would be a poor choice of weapon, lets see if i can loose him and double back. Multiple whips around corners and vehicles, through doors and hallways later I turn around to still see my good friend the minigunner..WTF? No human could follow that! Not unless the bounding box never went away and all he had to do was use his superman powers to follow me.

After respawn I decided that maybe offense just wasn't my thing in this game, lets try some defense. Wow this is exciting....placing proxy mines in the exact same place at the start of every single map, every single time. It better be worth it.

APC rush on the AGT! APC blows up all the mines ejecting the Technicians to safety!! YAY!! Good thing people decided to put this MCT in clear view of the door so that everyone can shoot the engineers (APC's outside included) with really no effort at all. We love'ems bullets. F'ing A! The AGT is gone! Which is an anagram for All Get Titanium ass raping. Lets all work together and build a new one with manpower and resources....guys?? Yo guys?? Oh you are all buying RamJet characters...right after the AGT died....good...thats good that you did that. It's not like we have an anti-vehicle situation right now.

Oh noes, our vehicles were destroyed by the incoming forces, lets get some reinforcements! Buy BUY BUY! What do you mean we cant get to them???!!?! They are being destroyed and anyone that approaches the area is shot? How the hell am I supposed to know they can drive themselves to danger but not to safety!

To hell with this, I'll change servers and be on the Nod team. WTF do you mean he just jumped around and walked right to the Obelisk?!?! Beacon planted! Well have the base defenses shoot it, its a beacon, all you have to do is stop its signal! What no? Doesn't work that way? Oh ok. Well that was exciting, lets buy a character. I see that every single person is either a Ramjet or a stealth black hand. Lets try the stealth.

What? Everyone can see me just like I could see every single Stealth Black Hand that ever there was. Its not like they are quiet or stop making noise when they walk not to mention that they fade in and out of opaque-ness every few seconds. Damn that was some wasted money then. Lets try some engineering again, WHAT!?!?!? The MCT is right by the door again! My god you people need to learn how to make a decent base defense.

Waits for mega flame

I did not write this to piss people off or to criticize them and their choice of game. This was simply the way I see the game and is why I moved on to much, much better series like COD2/COD4/HL2/TF2/COH etc etc because they fixed all this bullshit. No more will my shot to the chest go un-noticed, or will people jump around like a magikarp out of water. Splash attack didn't work then and it won't work now.
