

---

Subject: Re: C&C Tiberium - FPS Game

Posted by [cmatt42](#) on Thu, 13 Dec 2007 23:04:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bigejoe14 wrote on Wed, 12 December 2007 21:14Quote:So say you're a lover of chicken and hate fish, and the only restaurant that has it actually serves fish dressed and flavored like chicken. Would you still eat it?

This is a horrible analogy and you are a horrible poster. This thread is, without a doubt, one of the biggest gatherings of pure stupid I've ever seen. Blind anti-EA rage and ignorance about a game we know nothing about is what sets up this foundation of anger, yet you feel compelled to white knight it anyway, even when 90% of the people in this thread don't have the damndest idea of what their talking about. Why?

So instead of explaining why my analogy doesn't work (which does work and I'll elaborate on in a moment), you resort to petty insults instead. Great job, that'll win you a lot of arguments.

My analogy is fine. I want a good, true, C&C FPS (the chicken). I'm given what looks like one (looks and tastes kind of like chicken), but is clearly something else that I don't want upon further inspection (fish dressed up as chicken).

Knowing "nothing" about the game is completely wrong. I know that the current title is simply "Tiberium", and you have to "capture" Tiberium to get new units. Since this is basically a Battlefield/other game mechanic, one can assume the rest of the game will have similar aspects to that of those games, i.e. delayed respawn times (it's a game, I just want to fucking play), being killed in a few shots after traveling for a while (only to get the stupid spawn delay again).

"Blind anti-EA Rage" is also wrong, which I've proved to you on many occasions, and I should have no need to reiterate myself here.

---