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Subject: Re: C&C Tiberium - FPS Game

Posted by [crazfulla](#) on Fri, 14 Dec 2007 15:41:39 GMT

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razorblade001 wrote on Thu, 13 December 2007 19:03 Westwood sucks more than EA does. You suck more than Electrolux does.

seriously though I can see what you're getting at, and the point Spooky made, and I quite agree to an extent. Westwood pioneered the RTS genre however I sincerely doubt they would have created as popular games as EA did once they obtained the franchise. Sure Generals sucks the big one because it has absolutely nothing to do with the Tiberium and/or Red Alert universes. But the gameplay was/is vastly superior with the creation of an entirely new game engine (SAGE).

I believe that EA should do the same for any new FPS titles. Make it 100% new and unique with a new engine. I like battlefield for it's multiplayer as I do Renegade however the two are vastly different. EA should be careful not to stray too far from the original Renegade concepts - The original C&C mode is essential but they have to kick it up a notch.

If we wanted BF we would go out and buy BF. Or do what I'm doing and make a mod for Renegade (siggy). Why do such a thing? I love the WW2 atmosphere but concur with the above, that 2 shot kills / long respawn times / deliberate teamkilling sucks monkey testicles. Hence why I am trying to recreate that on the Renegade engine. Anyone who shares these views should sign up on the mod team FTW!

One last comment, the rumored name. "C&C Tiberium". Very fucking generic, awfully pathetic. But then lest we forget the last instalment... Lets look at the Tib Universe titles thusfar:

TIBERIAN DAWN  
TIBERIAN SUN  
TIBERIUM WARS

If you ask me someone needs to learn how to fucking spell.

But you would all just say I'm moaning about Gandalf's hat.

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