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Subject: Re: C&C Tiberium - FPS Game

Posted by [Havoc 89](#) on Sun, 16 Dec 2007 22:06:25 GMT

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The main problem with this new FPS from the information we have at the moment, is that it is heading in the exact opposite direction of that taken in Renegade. Renegade was unique because it was the first FPS game to turn an RTS game into an FPS. I believe it was also the first game to introduce vehicles into first person shooters. I will admit, there were tons of bugs and issues with this game. But what made it so goddamn fun was its multiplayer. Having massive battles between GDI and Nod at ground level where the only way to win was teamplay. It was fun because of its non-realistic approach. It was fun because you could be a minigunner go out in the field, and not get killed with 1 bullet and have to start all over. Even the weakest units in the game could deal a lot of damage. This arcadish gameplay is what made it so much fun.

This new FPS however seems to have little to no multiplayer. Even if the singleplayer is out of this world. You will play it onces and than thats it.

Personally and i believe a lot of people from not just the ren community but from the entire C&C community will agree that its much more fun to play something like Renegade than something like Rainbow Six. It just doesnt work for a C&C game.

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