
Subject: Re: C&C Tiberium - FPS Game

Posted by [EA Apoc](#) on Mon, 17 Dec 2007 01:00:18 GMT

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

Look guys, I'm going to be as honest and upfront as I can and show you the same respect and attitude and transparency which I show the RTS end of our glorious community.

Right now, I cannot speak about the game due to embargos and the fact that we...just announced. The details in GI are the only details I can tell you to go check out and I task all of you to read them yourself and not rely solely on someone else.

Do not develop your opinion based on something someone else said unless that someone is quoting a fact.

Case in point - we have barely said anything about multiplayer and until you hear the full official details from us, don't take any assumption from the Game Informer article that has not been fully explained.

It is far too early to make bold assumptions and judgements, I know the fire burning inside of you right now is purely out of passion and desire for exactly what you guys want to see, that's only natural.

In an age of COD 4, Halo 3, Bioshock, and Gears of War, we understand the standards and precedents set, please don't perceive us as ignorant or misunderstood or incapable. This is an extremely different team than the 2002 Renegade team, and a very different culture of a studio at EALA, all due respect to that 2002 team of course.

I did not work at EA in 2002, I don't know the details about Renegade, and to be honest, it doesn't affect or bother me. That is the past and it doesn't reflect the present or future of what is to come. It is unfortunate more time wasn't spent on the original Renegade, but it could be any of a million reasons that are heresy today.

It's not my place yet to disclose more details about the game or our thoughts on Renegade, but I promise you this will all come in due short time, as soon as next month.

We have the utmost respect for the legacy of C&C games in the past 10 years, Renegade included. Renegade definitely set a quiet benchmark and foundation for future FPS games which really took off with Battlefield, pretty much everyone agrees Renegade laid the foundation for the fundamentals of that game.

Now, with Tiberium, we are 6 years later, and many game evolutions and standards past. I think as more information and details roll out about the game, and your trusted community leaders come to our studio in the future where we will listen and also demonstrate (as we did for C&C 3)...that your opinions will better shape themselves, and I think it will steer positive.

I'd love to take all your questions right now, and feel free to get them going, but...I cannot answer any of them just yet due to the embargos and the fact that we never roll out all of our information at once, nobody does =)

So sit tight, soak in the Game Informer article, and stay tuned for more next month.

I appreciate all the comments, good and bad, I just ask that you keep the usual assumptions to a minimum...until you know more =) Our C&C and Tiberium development teams work hard to please this community and listen to it as well, we've been proving that for quite a while right now I feel.

Cheers,
APOC
