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Subject: Re: C&C Tiberium - FPS Game

Posted by [GEORGE ZIMMER](#) on Mon, 17 Dec 2007 02:56:44 GMT

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Hm, thanks for the voice of reason, Apoc. I've been kinda mad at the fact that it looks like another generic battlefield style FPS with the C&C title slapped onto it.

However, early looks of TS also were completely different. Infact, the preview from the original C&C would give you the hint it'd be an FPS, or something.

The sound of capturing things as a sort of secondary objective to get vehicles sounds pretty awesome to me actually. Goin into some structure, killing some baddies, clearing a way for a transport to drop your vehicle, and bam.

Hopefully, that won't be the same for multiplayer. Well, ALL multiplayer. I'm actually hoping for multiple multiplayer modes, like Renegade was intended to have (Capture the Mobius, anyone?).

Aslong as it has some aspects that will truely make it C&C, I'll be happy (Along with most of the C&C community- Can't please everyone, of course). Some of those things being: C&C Mode, making use of vehicles to combat enemy forces, special crates and powerups, optional secondary objectives that can help you in the long run, etc. Along with some awesome ambience that you just can't get in an RTS (I always did like exploring the Nod temple and the crashed UFO in Renegade and whatnot).

I may not be a representitive of the C&C community, but hey, I can try.

Oh, and of course, one more thing: It should be just as moddable as any other C&C game. Everyone knows that C&C's also awesome because of the incredibly awesome abilities to modify it (On top of everything else that makes it, well... Command and Conquer).

I mean, look at the awesome mods that are still in development for C&C: Renegade. Reborn, A Path Beyond, Roleplay 2, etc. It really pushes Renegade to its limits, and even beyond that. Even if the graphics are outdated, we've all still stuck to it because it's just plain long lasting fun. I'm really hoping that the next C&C FPS has this same trait.

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