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Subject: Re: C&C Tiberium - FPS Game

Posted by [OWA](#) on Mon, 17 Dec 2007 12:20:09 GMT

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I'd have to agree with everyone here when they say "we don't want another battlefield clone set in C&C's universe." Again it's the arguement of the inginuity that Renegade brought to the table and why we are all still playing it today.

Total conversion mods mentioned like RA: A Path Beyond, C&C Reborn and of course the project I lead, RA2: Apocalypse Rising all set quite a nice benchmark for the evolution of C&C mode gameplay. I really hope that EA can analyse what we have got or have planned and mix it into a new evolved C&C mode that works well. Because everyone knows that a C&C FPS isn't a true C&C FPS without the main game mode that made it so brilliant.

Something tells me that the single player mode that has been talked about is not the tip of the iceberg.

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