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Subject: Re: C&C Tiberium - FPS Game

Posted by [trooprm02](#) on Mon, 17 Dec 2007 14:56:34 GMT

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Wow....I would have never expected this. This is like a 180 degree turn for EA, and I give them credit. Apoc, thanks for the update and it appears to me that you understand our positions, which is helpful. I just have 3 basic questions/comments:

1)You stated that you did not have very many dealings with renegade itself, but weren't you 1 of the first people to get to play it? Weren't you a multiplayer beta tester?

2)We know that bf/graw/etc series has a larger fan base than this game did when it came out, so you can see why we basically know that it won't be anything like this game. Renegade, you either love it or hate it, while those other series are more in the middle, and appeal to a larger group of people. Which market offers more money to be bad? And as stated, EA is a company and needs to make money so

3)I'll be fine with a new engine, with new physics, new vechiles.inf, a (hopefully only slighty) altered gameplay, and little things like that, but this entire game is based on CCM/AOW, 1 team versus the other (hopefully nod vs gdi), attack each others base, and by the looks of it, "tiberium" is not a sequeal to renegade, but I think it had that, we would all atleast be satisfied.

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