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Subject: Re: C&C Tiberium - FPS Game

Posted by [Renardin6](#) on Tue, 18 Dec 2007 11:30:03 GMT

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I agree with titan. We can read it's all like battlefield.

Crysis as an example: I played the multiplayer, it's like battlefield. Power struggle mode is a nice concept, you can build your vehicles form a warfactory but still, it's too battlefield like.

By reading this article, currently I have more hope in Renegade 2007 gameplay than tiberium.

Change this! We want C&C MODE at its best!

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