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Subject: Re: C&C Tiberium - FPS Game

Posted by [JohnDoe](#) on Tue, 18 Dec 2007 14:19:48 GMT

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Apoc:

These douchebags here don't accurately represent the C&C FPS community.

For starters, 50% don't even play Renegade and only care about their own shitty mods and will bash anything EA does in order to secure their projects, projects nobody else cares about. 45% join a public server maybe once a day, but spend most of their time watching gamechat in IRC while sitting on their pinkies and buying Renegade action figures off eBay. Probably less than 5% are competitive gamers, you know, the type that buys games, makes them popular and then buys the inevitable sequels/add-ons.

Bottom line is this: EA should make a balanced, polished game with an original multi-player mode (see Battlefield 2) and it will be a success.

Crysis disappointed sales-wise because people didn't care about the multi-player. People did care about the C&C mode when it first came out, they just didn't buy the game because the rest of it was a trainwreck.

I'm not suggesting you copy the C&C mode, I'm just saying that an original gameplay with C&C elements if done right will be more successful than another Battlefield clone.

Go EA!

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