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Subject: Re: C&C Tiberium - FPS Game

Posted by [NE]Fobby[GEN] on Tue, 18 Dec 2007 15:46:08 GMT

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JohnDoe wrote on Tue, 18 December 2007 09:19Apoc:

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.

Crisis 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!

This is the most inaccurate, irrational post I've seen on this thread.

-For starters, I play Renegade everyday with the others on my team, and I've always encouraged them to play the game to get a good idea of the gameplay we're aiming for.

-We do not bash EA, and in fact we used to be in dialogue with them and have always been open for more dialogue.

-People care about our mod projects, how would you explain the thousands of mod followers?

-I rarely use IRC.

Bottom line is, all we're saying is that we want a fast, fluid C&C mode in this new C&C FPS. If you agree with this point, then why do you criticize us?

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