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Subject: Re: C&C Tiberium - FPS Game

Posted by [GEORGE ZIMMER](#) on Wed, 19 Dec 2007 01:08:43 GMT

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Hmm. We may not get C&C mode but hopefully we'll have more unique modes than just conquest mode. If we atleast get a Renegade style mode but minus the buildings and add on squad tactics, I'll definetly get the game.

As for C&C mode, who knows- Maybe they'll make an expansion with that. That'd be pretty cool.

Also, if Tiberium is its own series, but the RTS remains in the same series...

That means a whole series of C&C universe based FPS's. I'm really hoping it's also incorrect to think of this game like battlefield as it is to think of it like Renegade.

And as for whoever said the scrin team would fail: Hey screw you

I always wanted to see scrin up close and personal. Mutant encounters would of course be nice, but I'd way rather fend off alien armadas than some half dead mutant resistance forces. Although, that'd still be pretty cool

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