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Subject: Re: C&C Tiberium - FPS Game

Posted by [Titan1x77](#) on Wed, 19 Dec 2007 03:02:58 GMT

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Forget the new game...these are the renegade forums, not EA's forums.

Don't hold anything against EA, they do what they feel is right, let them live or die by their decisions. Instead do something yourself about it.... "If you want something done, you have to do it yourself"

If you want C&C mode direct yourself here and help the community make this happen.

[www.renegade2007.com](http://www.renegade2007.com) < visit forums and the moddb links.

It's up to the fans if you want to see this game mode restored, EA may make something similar years from now, or another company will either adopt the gameplay or use the base of it and build on top of it.

We are making a vanilla version for the old school players and then making our own version soon after, expect improvements such as:

- \*duck and cover system
- \*planning boards for any team member to create there own squad and tactics on the fly(includes private voice channels for your squad)
- \*enhanced purchase menu, no more waiting, que up your vehicle and go fight while you wait
- \*real nightvision on scoped weapons for snipers only
- \*warm up timers
- \*improved radar
- \*HUD will include mines count/ vehicle count, plus much more on the HUD
- \*plus much more...

Most of those are server side options for the vanilla version, our new game modes will take C&C mode even further.

With the communitys help, we may also get to make a SP version too, or co-op modes, possibiltys are endless with a large driven community behind it.

Join the forums and come chat with us, I'm always open to new ideas and expanding on my own.

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