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Subject: Re: C&C Tiberium - FPS Game

Posted by [CarrierII](#) on Thu, 20 Dec 2007 18:46:40 GMT

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That settles it. I need to find cash to buy UT3 and learn that editor.

EA, you do realise that a properly built Renegade style multiplayer would be worth far more than BF style games. I'm no expert, but most comments about BF I've read say "It gets boring after a while" or something along those lines. We're all playing renegade nearly 6 years later, because it isn't boring. We don't care about the netcode, the cheats the physics that lets you get your tank through walls, the 1001 exploits that are so well documented that you'd be hard pressed to not know them, we have fun. That's what a game is for, right?

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