
Subject: Re: C&C Tiberium - FPS Game

Posted by [Stefan](#) on Fri, 21 Dec 2007 00:37:07 GMT

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<http://planetcnc.gamespy.com/View.php?view=Articles.Detail&id=191>

Quote:The multiplayer aspect is a mix of the classic Conquest from Battlefield, and the Domination Mode from World In Conflict. Each commander will have access to certain squads, which you command around to take tiberium fissures and other checkpoints. Once you posses more control points than your opponent, a timer above their team starts to tick down. When the timer reaches zero, it's game over.

Ewww.... just... ewww.

Quote:EA is treating this as a new intellectual property, still basing it off the C&C Bible, and allowing for a longer-than-usual development time.

So it's basicly a Battlefield rip-off with the CNC story?

I'm getting the feeling that we won't be seeing any more CNC basis at all....
