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Subject: Re: C&C Tiberium - FPS Game

Posted by [Spoony](#) on Fri, 21 Dec 2007 20:40:29 GMT

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{SB}Lone0001 wrote on Fri, 21 December 2007 14:16EA having innovative and new ideas Why not? They did with RTS's. Which was the first RTS to get rid of the horribly flawed MCV and insta-build system?

Fobby wrote on Fri, 21 December 2007 14:16I think the issue here is that us on this forum are Renegaders, despite the bugs, graphics, and other problems the game has. we want to see a game released like this one, so we can move onto enjoying it the same way we enjoy Renegade.

The thing is, Apoc posted here on the Renegade Forums. Renegade's a C&C FPS, and the fact that this is a new C&C FPS game without a mode like Renegade gets people to wonder why they got their hopes up. I think the main reason why people are skeptical about the new game is because we'd expect an FPS from an RTS series would be different than regular FPS games (C&C mode being the main attraction to Renegade).

People talked about C&C3 on this forum too

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