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Subject: Re: C&C Tiberium - FPS Game

Posted by [Mighty BOB!](#) on Sat, 22 Dec 2007 02:12:39 GMT

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I wasn't expecting a Renegade clone, or a sequel to Renegade's 'story' but I was at least expecting a C&C mode (in addition to whatever other modes they would come up with.)

I mean come on, how many FPS games are there out there with a "control the capture points to win" multiplayer mode?

As for realism, it isn't my cup of tea as I said in my previous post, which is why I probably won't be getting Tiberium. I recently bought the Orange Box and have been having oh so much fun in TF2. I love the arcade-y gameplay; it's even more arcade-y than Renegade. I've only had TF2 for 2-3 weeks now but already I've racked up almost as much play time as C&C3 which I've had since the day it shipped.

Spoony wrote on Fri, 21 December 2007 14:40{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?

Warcraft? The peon system has been around for ages and was nothing new or innovative in Generals if that's what you're alluding to.

Unless you're simply saying that EA broke with MCV tradition in Generals by being the first C&C to use the peon system.

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