
Subject: Re: C&C Tiberium - FPS Game

Posted by [Nukelt15](#) on Sat, 29 Dec 2007 19:36:22 GMT

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I do not trust EA with shooters. After the rancid crap that was BF2 (I mean, come on- the game had a bug that made players invincible while jumping, and it didn't get caught in the beta? Nevermind all the gameplay flaws; the bugs were bad enough on their own), and after the bloody built-in adware of 2142 (pay \$50 for a game, get charged for running a dedicated server- which most other games let you do on your own computer for free- and get advertised to anyway. Earth to EA: ads are for freeware and shareware, NOT paid products. AOL is not the example you should be learning from), I have zero faith in anything else they produce.

Hell, the only reason I haven't boycotted their crap completely is because I wanted to see where C&C3 took the story; that it was an exception to the "EA makes shit" rule was a nice plus but an exception is exactly what that was.

Renegade kicked ass because, despite the obvious differences between it and the games it was based on, it still captured the feel of the universe. In the end, it was still about outproducing and outmaneuvering the enemy with the ultimate goal of destroying their base. The damage model also closely followed that of the RTS titles- massed firepower was necessary to achieve quick kills on armor, and even infantry battles could drag out in one-on-one fights. It may not have captured the feel of its parent games perfectly, but it came about as close to creating the sensation of "Grunt's-Eye RTS" as anything could have. That made Ren something unique; it played out like no other game I can think of. IMHO, that puts Ren somewhere in the company of titles like System Shock 2 and Tribes- games that did something different and were loads of fun anyway (and which, like Ren, have developed a cult following which stubbornly refuses to abandon ship for newer games).

"Tiberium" looks to be just another "let's do it again, but change the faceplate" game of the sort that has become unfortunately more and more popular, especially with EA. It may turn out fine as a game, but it's also effectively guaranteed to feel nothing at all like something that belongs in the C&C universe. It will feel like a standard-issue shooter riding the brand name to glory, which will very likely give it the same status to a lot of long-time series fans as Generals had (that is, C&C in name only).

I really want to adopt a wait-and-see attitude Tiberium this is concerned, and the fact that EA got C&C3 at least partially right makes that desire stronger... but somehow, I just can't believe that this has any chance of turning out well.
