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Subject: Re: C&C Tiberium - FPS Game

Posted by [trooprm02](#) on Thu, 17 Jan 2008 21:21:15 GMT

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"I think that the big learning from Renegade was that it didn't have command, it didn't have leadership, it didn't have those compulsions that are so expected from a game that's inspired by Command & Conquer," Plummer is quick to confirm. "We wanted to take that experience and bring it into first person. Really, the direction that we've gone in this time is that the take on the universe is...let's call it 'hyper real.'"

^Biggest bullshit Ive ever read. EA is back on my shitlist.

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