
Subject: Re: Tiberium will KICK A\$\$!

Posted by [Starbuzz](#) on Fri, 11 Jul 2008 18:33:48 GMT

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IronWarrior wrote on Thu, 10 July 2008 22:14 Tiberium will appeal to alot of people, just like any other game, it might not be a super hit with us die hand Renegade players, but for other FPS players, am sure they will like it.

I'm expecting it to be hit.

<http://tiberium-maps.com> / <http://tiberiumwiki.com>

Thank you! My sentiments exactly...if Renegade has 15,000 gamers TODAY, then that is still a small minority lol compared to the MILLIONS of FPS gamers across the world.

Tiberium may not be appealing to the 15,000 but it will for the millions...who need a newer way of playing FPS.

I am sure EA can come up with some sort of AI balancing, as Fobby mentioned that concern...too many dumb AI = fail!

Also SADLY, i learned that NO VEHICLES to drive...thats BULL as vehicles are now a necessary feature in modern FPS games but let's see...also I don;t know about Nod. But this is only now and EA is busy with RA3 now.

What we will know is that this will become a real hit, lots of cash for EA, lots of addicted gamers, clans, 1v1's...blah blah...so it will be success.

And to those saying it won;t replace Ren...ROFL...it is not made to replace ren (thanks Surth)...

TT team will make W3D Renegade live forever...guranateeing firm player base for the future.

Ren X team will make the remake and this will attract more players.

Tiberium will be another one...I see all 3 as living on for a long time.

For sure, I know that Tiberium won't fail like Doom 3 (lols).

notE: Sorry about the poor arse grammer i am eating pizza.
