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Subject: Re: EA AXES TIBERIUM

Posted by [u6795](#) on Tue, 30 Sep 2008 21:32:18 GMT

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Aircraftkiller wrote on Tue, 30 September 2008 17:30Goztow wrote on Tue, 30 September 2008 16:55They realized they couldn't make it renegade standards, gameplay wise!

Yep, all those broken gameplay mechanics that took everyone else but WS to fix, and is still being debated... That gameplay sure is great!

I know, right? Doesn't surprise me that nobody plays it anymore. OH, WAIT! It's not dead!

Coincidentally, neither is A Path Beyond!

Edit: No matter what their definition of quality is, any C&C game is good enough for me. We'll never know if Tiberian Twilight or Continuum would have been any good. They might have even been the shittiest games ever made, but that wouldn't affect my willingness to play it and love it.

tl;dr C&C = Automatic win all the time (except Generals)

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