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Subject: Re: Why Is Renegade so Different to C&C tiberian Dawn?

Posted by [nikki6ixx](#) on Mon, 29 Dec 2008 23:38:57 GMT

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u6795 wrote on Mon, 29 December 2008 16:19

Agreed on the last part, I wish there had been more/larger crystals and such. Tiberium really wasn't as major a part of the game as I wish it was. Imagine if Tib spread, during a game, and had to be harvested like in TS to keep it back..

Base getting overrun by Tiberium. Shittin' awesome image.

I dunno. I think that'd be one hell of a bitch to play around with, especially if a refinery is taken out.

You guys are right about Tiberium being underutilized, and not being detailed enough. I remember when I fired up single player, came up upon the first patch of Tiberium, and looking at it like, 'wtf is this shit? grass?'

However, seems like the cats at Renegade-X have really amped up the looks of Tiberium.

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