
Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]
Posted by [nikki6ixx](#) on Sun, 21 Mar 2010 00:51:08 GMT
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Fobby wrote on Sat, 20 March 2010 17:36

The game is essentially a crash test dummy of a "new", casual RTS gametype aimed at a casual non-RTS and non-hardcore gamer audience. It's not actually new, because its a mash-up of World in Conflict and Dawn of War 2, and beaten to pulp with two by fucking four.

Think of it like Battlefield's conquest mode, except in an RTS form. Similar to KOTH. Basically, whack a mole without the entertainment of having a hammer to whack those motherfucking moles.

Hmm, ok. I don't play modern RTS' so I haven't been around. Just from playing the older C&C's and Starcraft, I figured that one of the core components of an RTS was a base. A mobile 'mother' unit that constructed every unit sounded new to me.

Fobby wrote on Sat, 20 March 2010 17:36

How the fuck did the Tiberium just disappear at the end? Everyone just lived happily ever after?

Wow that's disappointing. I was hoping the game would've ended with humanity's demise, or something close. It would've been better if they ended it on a grittier note of people still killing each other even if they're staring extinction in the face; sort of an 'Ozymandias' thing.

Fobby wrote on Sat, 20 March 2010 17:36
wife scenes

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