
Subject: TiberiumFPS review

Posted by [renalpha](#) on Sat, 26 Jan 2008 19:38:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Source: <http://tiberium-planet.com/forum/viewtopic.php?p=103#103>

Tiberium fps is probally going to be a might game of the year.

Thing is, Electronic Arts has scheduled the release date of Tiberium for autumn 2008.

Now what is it going to be is still a bit unknow, the community of the renegade team wants the unique cnc mode in the game,

what is Tiberium?

Tiberium fps is a squad based first person shooter dedicated to the command and conquer games.

Command and Conquer was well know as THE RTS game,

Command and Conquer has 7 well know titles like

CnC tiberium dawn

Red alert

Tiberiansun

Red alert 2

Renegade

Red alert 2 yuri's Revenge

Tiberium Wars

2 other titles are called generals

and the zero hour wich are know as the crappiest game in the world.

So whats going to happen this year,

there are most porbally 3 command and conquer copys going to be released

Command and conquer: Reborn

Command and Conquer 3: Kanes wrath

Tiberium however i am not allowed to call this a cnc game.

Well this was my review for Tiberium-planet.com

LEave any comments and spare the flaming.

written by renalpha,

Do not copy without permission! © tiberium-planet.com

Subject: Re: TiberiumFPS pictures
Posted by [BlueThen](#) on Sat, 26 Jan 2008 19:39:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Either the screenshots are poor quality, or that game looks desperately made.

Subject: Re: TiberiumFPS review
Posted by [renalpha](#) on Sat, 26 Jan 2008 20:13:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

bad screen quality..

Subject: Re: TiberiumFPS review
Posted by [Goztow](#) on Sat, 26 Jan 2008 20:43:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

How dare they put down Renegade in the trailer :@.

http://www.gametrailers.com/gametrailerstv_player.php?ep=4&ch=1&sd=0

Subject: Re: TiberiumFPS review
Posted by [renalpha](#) on Sat, 26 Jan 2008 21:22:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

ye they always bitch about it :S

Subject: Re: TiberiumFPS review
Posted by [Canadacdn](#) on Sat, 26 Jan 2008 21:37:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

I really hope those screenshots aren't final. The textures they used are brutal.

Subject: Re: TiberiumFPS review
Posted by [Muad Dib15](#) on Sun, 27 Jan 2008 03:29:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Sat, 26 January 2008 15:37: I really hope those screenshots aren't final. The textures they used are brutal.

QFT!!

Subject: Re: TiberiumFPS review
Posted by [IronWarrior](#) on Sun, 27 Jan 2008 04:04:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ah watching the ingame stuff, just pisses me off.

Subject: Re: TiberiumFPS review
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 27 Jan 2008 04:52:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Some of those textures are just horrible, look at the tiling on the platform in the 2nd last picture.

Subject: Re: TiberiumFPS review
Posted by [R315r4z0r](#) on Sun, 27 Jan 2008 04:55:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can tell that the game is still a WIP.

Just by watching the in game footage I noticed a lot of bugs. (Like some bland textures, drop shops clipping into some buildings in the urban area. Not to mention that the animation for the Titan being destroyed and the emitter following it didn't look too hot.)

Subject: Re: TiberiumFPS review
Posted by [Havoc 89](#) on Sun, 27 Jan 2008 05:28:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

My god... that 3rd SS looks worst than Ren...

WTF is wrong with EA? I mean come on... just think! Use that common sence of yours! FFS this is such a bad looking and playing game from what i've seen from that video, and read from all the info out on the net about this game.

And yeah i hate it when someone puts down Ren without actually noticing how far the game has gotten without any support. It survived longer than BF2142 ffs. And I bet it will survive longer than Tiberium.

Man, we're all thats left of the classic C&C community! It really saddens me.

Subject: Re: TiberiumFPS review
Posted by [R315r4z0r](#) on Sun, 27 Jan 2008 06:16:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don't pay any mind to the screen shots. Screen captures normally don't look too good.

Watch the video. The gameplay looks really good. Nice and smooth play.

Since it is still early, though, there are still some problems like the ones I mentioned above.

Subject: Re: TiberiumFPS review

Posted by [Havoc 89](#) on Sun, 27 Jan 2008 06:59:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Gameplay looks so generic to me. smooth? dude... with those kinds graphics on a console like ps3, 360 and even the modern day computer, you can easily get a smooth frame rate. EASILY! The game looks like shit, and from the video it looks to me that its going to play like shit too. Especially with such a lame generic duplicate thats been done infinity times over in the past.

Im just gonna rent this game for my 360.

Subject: Re: TiberiumFPS review

Posted by [JPNOD](#) on Sun, 27 Jan 2008 11:51:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:2 other titles are called generals
and the zero hour wich are know as the crappiest game in the world.

I'm glad that's your opinion/review.

Because I do not agree with this. Generals was a great game maybe it didnt't have the C&C feeling because it didnt have the ingame cut scenes and storyline. But it was released with the perfect timing, I remember playing Generals whilst having a TV seated next to my PC seeing the American army force rush trough the Iraqi Dessert on CNN. Generals was refreshing. To bad Renegade has the better player support, and Renegade cannot die unless the true Renegade players would die.

Subject: Re: TiberiumFPS review

Posted by [JPNOD](#) on Sun, 27 Jan 2008 11:54:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

As for the gametrailer. What a disgrace for taking Renegade in account and then not putting C&C Mode in it. I hope EA chokes in the money they get from Tiberum and then bring out Renegade 2.

Subject: Re: TiberiumFPS review

Posted by [Ghostshaw](#) on Sun, 27 Jan 2008 12:20:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tbh those screenies remind me of Star Wars: Republic Commando. And so does the modular gun stuff....

-Ghost-

Subject: Re: TiberiumFPS review

Posted by [GEORGE ZIMMER](#) on Sun, 27 Jan 2008 13:28:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why the fuck are people giving reviews for a game that's not even out yet?

If you watched the video, the guy says "Well, for now, all we have is the conquest mode entitled "Conquer" mode".

Keywords: For now.

Also, the graphics honestly don't look that terrible to me. "ZOMFG TAHT 1 TEXTAUR R HAFF 0.000001 RONG UVW PLAECMENET!11". For one, it's a WIP- I highly doubt that everything is finalized and they're just being dicks and not releasing it for no apperent reason.

The atmosphere, thankfully, is something I actually like. It actually looks like the future, and not a "10 years or so in the future with tiberium here and there" like C&C3 looks like.

Also, if they end up not having a C&C mode, there's something called mods to fix it.

So stop shitting brick houses because you THINK it'll be a terrible game. Reserve your actual judgement for after it comes out.

Who knows, EA may pull through and it might turn into a great game.

Subject: Re: TiberiumFPS review

Posted by [Kibax](#) on Sun, 27 Jan 2008 16:50:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is a preview (a weak one at that) not a review.

The game isn't even out yet.

Subject: Re: TiberiumFPS review

Posted by [Havoc 89](#) on Sun, 27 Jan 2008 19:02:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ghostshaw wrote on Sun, 27 January 2008 07:20Tbh those screenies remind me of Star Wars: Republic Commando. And so does the modular gun stuff....

-Ghost-

Very true. I felt the same way.

Subject: Re: TiberiumFPS review
Posted by [Troopzor](#) on Sun, 27 Jan 2008 23:50:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

all the more reason to sign

eh? eh?

<http://www.thepetitionsite.com/1/cncmodeplease>

Personally, I think the SP will be fun, but I would just pirate it if I wanted just a SP experiance.... I "BUY" games for multi-player,I would buy this game for SP but I've lost so much respect for this game in the past month that I would pirate it just for spite >.>

Subject: Re: TiberiumFPS review
Posted by [Spoony](#) on Mon, 28 Jan 2008 09:47:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

you're worse than half the idiots here make EA out to be.
