
Subject: EA AXES TIBERIUM

Posted by [IronWarrior](#) on Tue, 30 Sep 2008 19:41:14 GMT

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<http://kotaku.com/5057012/ea-axes-tiberium-for-not-meeting-standards>

Reportly EA has axed Tiberium, but is it true or not, have to wait till EA announces it themselfs.

So seems like EA is fail again.

Subject: Re: EA AXES TIBERIUM

Posted by [Starbuzz](#) on Tue, 30 Sep 2008 19:44:52 GMT

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At least I hope this paves the way for Renegade 2.

Subject: Re: EA AXES TIBERIUM

Posted by [u6795](#) on Tue, 30 Sep 2008 19:45:43 GMT

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I raged so hard the sun pissed itself.

Subject: Re: EA AXES TIBERIUM

Posted by [GEORGE ZIMMER](#) on Tue, 30 Sep 2008 19:48:47 GMT

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Wow.

WOW.

FUCKING WOW.

Something that MAY have been good to come out of EA, and it gets canceled. Wooow.

Subject: Re: EA AXES TIBERIUM

Posted by [nikki6ixx](#) on Tue, 30 Sep 2008 20:27:59 GMT

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Would you guys rather have a game that was 'not up to snuff' so you could play it, and then bitch and moan about how much it sucked, and how much EA 'fails?'

If a company like EA deemed that this game did not meet their quality standards, then it was

probably pretty horrible; seeing as they are willing to take the monetary losses associated with Tiberium's development so far. If anything, it means they might be listening to gamers, and are making changes to produce games that people will enjoy playing.

Subject: Re: EA AXES TIBERIUM
Posted by [R315r4z0r](#) on Tue, 30 Sep 2008 20:40:44 GMT
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<http://planetcnc.gamespy.com/fullstory.php?id=154098>

Confirmed.

I would rather have a game they this is "not up to par" released than have no game at all. I for one have never complained about EA or their games... to the contrary, actually.

Subject: Re: EA AXES TIBERIUM
Posted by [Goztow](#) on Tue, 30 Sep 2008 20:55:48 GMT
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They realized they couldn't make it renegade standards, gameplay wise!

Subject: Re: EA AXES TIBERIUM
Posted by [mrÅ£ÄŞÄ-z](#) on Tue, 30 Sep 2008 21:15:37 GMT
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FUCKING EA, they are just son of bitches there hope they're fucking houses gets burned

Subject: Re: EA AXES TIBERIUM
Posted by [candy](#) on Tue, 30 Sep 2008 21:19:17 GMT
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Goztow wrote on Tue, 30 September 2008 15:55 They realized they couldn't make it renegade standards, gameplay wise!

2 true
never will there be another game like renegade
it makes renegade special, and that is good in a way as well

Subject: Re: EA AXES TIBERIUM
Posted by [mrÅ£ÄŞÄ-z](#) on Tue, 30 Sep 2008 21:22:29 GMT

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every fucking c&c FPS game gets cancelled, Renegade only got released because westwood did a great job! but EA fucked up renegade damn much, im fucking pissed

Subject: Re: EA AXES TIBERIUM
Posted by [Aircraftkiller](#) on Tue, 30 Sep 2008 21:30:09 GMT
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Goztow wrote on Tue, 30 September 2008 16:55 They 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!

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 17:30 Goztow wrote on Tue, 30 September 2008 16:55 They 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)

Subject: Re: EA AXES TIBERIUM
Posted by [archerman](#) on Tue, 30 Sep 2008 21:41:52 GMT
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Command & Conquer Renegade:1
Electronic Arts Los Angeles:0

Subject: Re: EA AXES TIBERIUM
Posted by [Canadacdn](#) on Tue, 30 Sep 2008 22:07:50 GMT

Subject: Re: EA AXES TIBERIUM
Posted by [luv2pb](#) on Wed, 01 Oct 2008 06:40:35 GMT
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Aircraftkiller wrote on Wed, 01 October 2008 02:09A game that has an average of 60-100 people on it per day is most definitely not "alive" by most methods of measuring success.
inb4 Crimson stats

Subject: Re: EA AXES TIBERIUM
Posted by [Troopzor](#) on Wed, 01 Oct 2008 06:42:49 GMT
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This doesn't surprise me. It wasn't going to have C&C_Mode OF COURSE it was going to fail.

=)

Renegade 2 here we come! =D!

Subject: Re: EA AXES TIBERIUM
Posted by [Goztow](#) on Wed, 01 Oct 2008 07:01:34 GMT
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luv2pb wrote on Wed, 01 October 2008 08:40Aircraftkiller wrote on Wed, 01 October 2008 02:09A game that has an average of 60-100 people on it per day is most definitely not "alive" by most methods of measuring success.
inb4 Crimson stats

Subject: Re: EA AXES TIBERIUM
Posted by [thrash300](#) on Wed, 01 Oct 2008 08:03:39 GMT
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IronWarrior wrote on Tue, 30 September 2008
14:41<http://kotaku.com/5057012/ea-axes-tiberium-for-not-meeting-standards>

Reportly EA has axed Tiberium, but is it true or not, have to wait till EA announces it themselves.

So seems like EA is fail again.

Thrash300 axes E.A.! o.O

Subject: Re: EA AXES TIBERIUM
Posted by [Goztow](#) on Wed, 01 Oct 2008 08:13:49 GMT

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Actually a good friend of me linked this to the credit crisis and that doesn't seem far fetched. EA surely needs to loan money during the development period?

Subject: Re: EA AXES TIBERIUM

Posted by [Ryu](#) on Wed, 01 Oct 2008 08:46:41 GMT

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Goztow wrote on Wed, 01 October 2008 09:13: Actually a good friend of me linked this to the credit crisis and that doesn't seem far fetched. EA surely needs to loan money during the development period?

You're probably right, EA knew if this game sucked it would backlash, So they probably poured more money into development and got more devs in before America's economy started to fall. (Thnx, American financial district!)

Subject: Re: EA AXES TIBERIUM

Posted by [candy](#) on Wed, 01 Oct 2008 10:36:45 GMT

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actually goztow means that they can't even get a loan to start with
means no money to develop the game
means no game

i personally am not to sad about this
never liked the idea of a 'modern' renegade that looks like battlefield (i don't like battlefield)
capturing tiberium to win, is just like capturing a flag to win
why play tiberium then if u can play battlefield?

Subject: Re: EA AXES TIBERIUM

Posted by [wittebolx](#) on Wed, 01 Oct 2008 10:45:26 GMT

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anyway, reading all the posts about how E.A. sucks, im glad to announce that some people are already modifying Crysis Wars (Crysis2) to a Renegade style.

meaning:

Crysis has almost the same gamemodes as Renegade has and there is a way to implement C&C into the game instead of camping near a building to obtain it.

so basicly.. just wait

Subject: Re: EA AXES TIBERIUM

Posted by [GEORGE ZIMMER](#) on Wed, 01 Oct 2008 10:51:27 GMT

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Renegade X is pretty much our hope for a better Renegade. That's not what I'm upset about.

The thing that sucks, is that it looked great. The fact that you'd be able to command troops, the fact that it looked awesome (Visually), and many other things made me want it. But now it's canceled.

Man, this is like, the fifth thing C&C-wise EA has fucked up (Killing Westwood, killing Renegade 2, killing any plans of Continuum, C&C3, and now this).

Subject: Re: EA AXES TIBERIUM

Posted by [IronWarrior](#) on Wed, 01 Oct 2008 11:09:35 GMT

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So.. anyone have any ideas on what to do with tiberiumwiki.com and tiberium-maps.com if so, please share the ideas!

Subject: Re: EA AXES TIBERIUM

Posted by [nopol10](#) on Wed, 01 Oct 2008 12:03:59 GMT

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IronWarrior wrote on Wed, 01 October 2008 19:09So.. anyone have any ideas on what to do with tiberiumwiki.com and tiberium-maps.com if so, please share the ideas!

Oh...you have those domains...maybe EA should reimburse you...(nah, kidding).

Low quality Tiberium...perhaps EA saw RenegadeX and realised that a bunch of modders had beaten them in so many ways...I wonder what their benchmark is though.

Subject: Re: EA AXES TIBERIUM

Posted by [BoMbZu](#) on Wed, 01 Oct 2008 16:11:35 GMT

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One thing less to worry about

Subject: Re: EA AXES TIBERIUM

Posted by [R315r4z0r](#) on Wed, 01 Oct 2008 17:44:42 GMT

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Aircraftkiller wrote on Wed, 01 October 2008 02:09A game that has an average of 60-100 people on it per day is most definitely not "alive" by most methods of measuring success. As long as there are two people in the game willing to play each other, the game is alive.

The amount of players means nothing, just as it is above 2.

Subject: Re: EA AXES TIBERIUM

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 01 Oct 2008 17:57:40 GMT

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Quote:

A game that has an average of 60-100 people on it per day is most definitely not "alive" by most methods of measuring success.

More like a couple thousand of people per day. Renguard statistics say 1060 players have logged into their network in the past 24 hours, and most people don't even use Renguard anymore. And it's in the middle of the week.

Also doesn't include the amount of people who play the game, but not necessarily every day.

For a six and a half year old game that received mediocre ratings and poor advertising, a couple thousand players per day and a thriving community (total conversion mods, unofficial patches, community anti-cheat systems, scripts, dozens of servers and sub-communities) is extraordinary.

Tiberium being canceled was expected. The really long news drought, Red Alert 3 dominating the news, lack of a C&C mode, huge lack of interest in the game, the announcement of the game being delayed, the community manager quit.

Subject: Re: EA AXES TIBERIUM

Posted by [R315r4z0r](#) on Wed, 01 Oct 2008 18:25:27 GMT

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I think the Community manager was let go, rather than quit. Referencing what was said in the memo, anyway.

Subject: Re: EA AXES TIBERIUM

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 01 Oct 2008 21:53:06 GMT

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I thought he left on his own "to pursue future endeavors". He probably saw this coming.

Subject: Re: EA AXES TIBERIUM
Posted by [R315r4z0r](#) on Wed, 01 Oct 2008 23:27:04 GMT
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Good point.

Subject: Re: EA AXES TIBERIUM
Posted by [LR01](#) on Thu, 02 Oct 2008 16:09:54 GMT
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Well, I think it could turn out pretty cool
never going to know that now

Subject: Re: EA AXES TIBERIUM
Posted by [GEORGE ZIMMER](#) on Thu, 02 Oct 2008 19:32:59 GMT
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http://www.gamasutra.com/php-bin/news_index.php?story=20462

Read comments.

Subject: Re: EA AXES TIBERIUM
Posted by [mr£ÄŞÄ-z](#) on Thu, 02 Oct 2008 20:34:11 GMT
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Who cares about some fucking Graphics fuck you EA

Subject: Re: EA AXES TIBERIUM
Posted by [renalpha](#) on Sun, 05 Oct 2008 13:15:25 GMT
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i really dont care lol,

im waiting for renegade x
