
Subject: C&C FPS

Posted by [TheGunrun](#) on Mon, 25 Aug 2003 20:39:40 GMT

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If an other Command and Conquer based first person shooter was going to be created what would you like to see in it, what would you like it to be called, and what part of the c&c universe should it be in?

Subject: C&C FPS

Posted by [boma57](#) on Mon, 25 Aug 2003 20:41:30 GMT

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They won't be created officially, but they're all being created unofficially in the form of mods, so...

Subject: C&C FPS

Posted by [Wild1](#) on Mon, 25 Aug 2003 20:45:42 GMT

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Youhoo...Ren Alert.

Subject: C&C FPS

Posted by [TheGunrun](#) on Mon, 25 Aug 2003 21:10:58 GMT

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I know i ment if some one make an other fps on a different game engine.

Subject: C&C FPS

Posted by [Wild1](#) on Mon, 25 Aug 2003 21:14:21 GMT

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How about the original C&C, Renegade was not even close to replicating that in FPS, sure Renegade was based on it, but it was way off.

Subject: C&C FPS

Posted by [TheGunrun](#) on Mon, 25 Aug 2003 21:25:10 GMT

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If only renegade was made 2 years later after its realise it would look much better with a mcv maybe...

Subject: C&C FPS

Posted by [smwScott](#) on Mon, 25 Aug 2003 21:30:33 GMT

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Red Alert 1. And at least during the single player I would like it to be a TRUE C&C game. Like you have to escort an MCV to a certain location where it is suitable to build a base (either through being a tank, sniper cover, whatever). Then you actually see the MCV deploy and begin building up the base, once certain structures are up you can acquire certain things from it. They could have sub-missions inside of the large ones, such as blowing up SAM sites on one area and returning when more of the base was finished to receive more weapons/gadgets and then get another mission, etc. Rens single player was decent, but it wasn't very C&Cish besides the units and plot.

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Posted by [Try_lee](#) on Mon, 25 Aug 2003 21:33:35 GMT

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It'd be really great to see some really good SP missions in a mod, just like you described, but many mods only seem to be focusing on the MP part. There's bound to be some eventually though...

As for another C&C FPS, I'd have to say somewhere either between RA and C&C or some other completely new area yet to be explored in another C&C game.

Edit: Is something stretching out the page? It's a little annoying.

Subject: C&C FPS

Posted by [bigejoe14](#) on Mon, 25 Aug 2003 21:52:55 GMT

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Yea, I wanna see some single player mods out there. Half-Life's single player mod making community is still going... wait... isn't the Dead 6 expansion gonna have some decent single player in it?

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Posted by [Laser2150](#) on Mon, 25 Aug 2003 22:06:27 GMT

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Three words

Dead Six Expansion.

Dante is making it, and i seen some models, and they own.

and we already have a ren alert 1 mod coming out. more then one now that i think about it.

Subject: C&C FPS

Posted by [exnyte](#) on Tue, 26 Aug 2003 03:38:21 GMT

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Try_leeEdit: Is something stretching out the page? It's a little annoying.

Yes, it's the picture in TheGunRun's sig.
