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Subject: Re: C&C Tiberium - FPS Game

Posted by [Lone0001](#) on Tue, 18 Dec 2007 23:45:51 GMT

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Quote:EALA has a long history of developing groundbreaking real-time strategy games with the Command & Conquer series.

1st I just had to quote this and disagree very much first of all to me Generals and ZH were not good at all and C&C3 was alright but not really really good and 2nd they have only made 3 games so how exactly can they say they have a long history of making them?

EDIT: and third the name? wtf? can't they think of a better name and I think for it to be C&C, C&C should be in the title.

Another EDIT: This game I think will not even have near as long lasting as renegade does without C&C Mode, I would give it a year and a half before it is out.

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