
Subject: Re: C&C Tiberium - FPS Game

Posted by [m1a1_abrams](#) on Wed, 19 Dec 2007 02:53:40 GMT

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Wow, I'm losing interest in this new game rapidly. No C&C mode really kills it for me. What's the point in making an ordinary FPS, just using the "fiction" from an RTS game? I don't really find the C&C storyline so interesting that it can carry a game on it's own. You might as well make a completely original FPS game instead.

And it's not even going to be called C&C? Well that makes sense, since it sounds like it doesn't have a whole lot to do with C&C anyway. Yuck.
