Subject: Re: 'Tiberium' First Person Shooter Features
Posted by [NE]Fobby[GEN] on Sat, 18 Apr 2009 20:19:48 GMT
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Speedy059 wrote on Sat, 18 April 2009 05:41By the looks of it, that game wouldn't have a standing chance against the current multiplayer games. The graphics look horrible and out dated. It was a good idea for them to cut their loses...although I do hope they give it a second chance and make another FPS like Renegade..

I think what I disliked most about the team working on 'Tiberium' was their attitude towards C&C Renegade. In an online interview they said that Renegade's C&C mode did not reflect that of a real C&C game, and that Tiberium would "fix" that. From the information released, Tiberium's multiplayer sounded a lot like Battlefield's "conquest" mode except with bots you can command, and the mode was numerously compared to the Battlefield and Rainbow Six series.

I'm not saying it would have been a bad game, because no one can make that claim as the game was not released. But, on a personal level, I probably would not have played it.