
Subject: C&C Tiberium - FPS Game

Posted by [NE]Fobby[GEN] on Tue, 11 Dec 2007 22:15:02 GMT

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From the C&C Reborn forums:

Quote:

According to Game Informer, the C&C FPS, "Tiberium", is to be set 11 years after the end of the 3rd tiberium war. You'll play Ricardo Vega, a Used-to-be- retired GDI field commander. I'm not going to rewrite the article, so just think of it as GRAW + Battlefield + R6: Vegas in the C&C Universe. So far, you'll be leading a R.A.I.D (Rapid Assault and Intercept Deployment) around the location of the tower in the Mediterranean Red Zone that NOD defended until it was built. There's no mentioning of you fighting NOD, but you will be fighting new Scrin infantry (the two given were Shrikes, little knee-high robots with blasters an a self-destruct, and Archons, think Scrin versions of Elites from Halo)

The units that were announced that you could command were standard infantry squads, missile infantry squads, a fugly version of the Titan, and new Orcas. You'll still get special powers, like an "Orbital Slug" that you can call upon your foes.

In any case, go read it, it's real. The C&C FPS has arrived!

<http://www.cncsaga.com/discuter/viewtopic.php?t=1703>

I have to say this: OMFG!

As much as I'd excited for a C&C FPS, I think putting "Battlefield" or "GRAW" gameplay is a disgrace to C&C mode. One of the main reasons why C&C mode was so fun in Renegade was because it was different from these games that are completely based on realism. Battlefield 2 and such games are dying way faster than Renegade is, because they're slow paced games.

Ren's gameplay was very brilliant, it just wasn't recognized, and thats what were doing for Ren07.

That kind of gameplay is just so intense. Especially when both teams are collaborating. A match can last for 3 hours, and you wouldn't even notice that time just flew by. Also most FPS games now a days are based way to much on realism, so having a more arcadish gameplay feels a bit fresh even though it has been done. A player wants to be able to go out on the field and to some damage, rather than go out, get hit by one bullet and die. That just becomes annoying

Subject: Re: C&C Tiberium - FPS Game

Posted by [trooprm02](#) on Tue, 11 Dec 2007 22:45:47 GMT

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Noticed this too, a few things:

1)Same thing, the BF, Graw, etc gameplay things sound EXTREMELY gay, so im hoping this is fake, but tbh it's 50/50

2)This random guy on the EA forums, started this entire thing taking shitty pictures of a magazine

ive never heard of, "game informer". Source:

<http://img106.imageshack.us/img106/5252/article1er6.jpg>
<http://img338.imageshack.us/img338/5335/cover1ml8.jpg>
<http://img338.imageshack.us/img338/2349/cover2ee1.jpg>
<http://img265.imageshack.us/img265/1387/cover3zy9.jpg>
<http://img338.imageshack.us/img338/1415/infosquad1ql4.jpg>
<http://img265.imageshack.us/img265/4041/titan1jt1.jpg>
<http://img265.imageshack.us/img265/7861/tower1np4.jpg>

^Tho they are dark and poor quality, they seemed legit.

3)What seems fishy: This is supposedly the December edition of this magazine, yet look what I dug up: <http://www.gameinformer.com/News/Story/200711/N07.1114.1221.16217.htm>

^^Confused? I am.

4)<http://www.cncnz.com/features/roundtable/1207.php>

^^I few people who have been following the story, read the C&C FPS Q+A, and it atleast answers a few theories.

Im either way on the topic right now, hoping fake tho because, even the title, just "Tiberium"?

Subject: Re: C&C Tiberium - FPS Game
Posted by [bisen11](#) on Tue, 11 Dec 2007 23:19:06 GMT
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I've heard of game informer. I think you can also get a free subscription of it if you become a member of Game Stop, which does cost some money.

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Wed, 12 Dec 2007 00:16:08 GMT
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trooprm02 wrote on Tue, 11 December 2007 17:45Noticed this too, a few things:

1)Same thing, the BF, Graw, etc gameplay things sound EXTREMELY gay, so im hoping this is fake, but tbh it's 50/50

2)This random guy on the EA forums, started this entire thing taking shitty pictures of a magazine ive never heard of, "game informer". Source:

... You never heard of Gameinformer?!

Well what ever, Decembers edition was the Ghostbusters addition. However the magazine the thread starter was talking about was JANUARY's edition. GI always releases their magazines a month early... I don't really know why... they just do.

If you don't believe me, google search "January 2008 GameInformer" and you will find the cover story to be this "Tiberium"

Also, I really don't care what they model the game after... just as long as it is as fun a multiplayer as C&C Renegade's C&C mode is. If they change that, then I won't play the game much... if at all.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Viking](#) on Wed, 12 Dec 2007 02:17:03 GMT
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I don't think even EA could fuck Renegade up that much. Then again, it is EA we are talking about.

Subject: Re: C&C Tiberium - FPS Game
Posted by [BoMbZu](#) on Wed, 12 Dec 2007 07:39:28 GMT
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If this is true the game is going to be called C&C Tiberium , therefor they must keep the renegade multiplayer concept intact imo ^^ what else would make it C&C

Subject: Re: C&C Tiberium - FPS Game
Posted by [Viking](#) on Wed, 12 Dec 2007 07:41:48 GMT
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WNxBoMbZU wrote on Wed, 12 December 2007 01:39If this is true the game is going to be called C&C Tiberium , therefor they must keep the renegade multiplayer concept intact imo ^^ what else would make it C&C

Because it is EA and they will put it their to get your \$.

Subject: Re: C&C Tiberium - FPS Game
Posted by [nopol10](#) on Wed, 12 Dec 2007 08:22:34 GMT
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If its going to be a Battlefield style game/shit, I won't be buying it. Much less if its squad style, there would be way too much difference between singleplayer and multiplayer and the only reason why it may/will become widely played is because of EA's mass marketing techniques.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Goztow](#) on Wed, 12 Dec 2007 08:35:37 GMT
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You read it first on renegadecommunity.com .

Anyway, could be a hoax, could be the January edition. We'll know it soon.

Subject: Re: C&C Tiberium - FPS Game
Posted by [liquidv2](#) on Wed, 12 Dec 2007 09:25:57 GMT
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one of the cool things about renegade is you can run and jump while accurately sniping, tanks don't get stuck in the snow, etc.
the fact that it's not completely realistic makes it that much more fun

last time i checked a game wasn't supposed to be exactly like real life...isn't that the point of a game? :/

if they focus on making it look good more than making it fun then fuck it, it's gonna suck

if people want it to get as realistic, accurate, and lifelike as possible i suggest joining the military and abandoning games altogether

Subject: Re: C&C Tiberium - FPS Game
Posted by [Viking](#) on Wed, 12 Dec 2007 09:29:44 GMT
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liquidv2 wrote on Wed, 12 December 2007 03:25if people want it to get as realistic, accurate, and lifelike as possible i suggest joining the military and abandoning games altogether

There are no respawn points in real life.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Oblivion165](#) on Wed, 12 Dec 2007 09:32:32 GMT
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Why does everything have to be about Tiberium now? I hate Tiberian Sun so f'ing much.

Snow Miser wrote on Tue, 27 November 2007 02:22

Time line:

Game Starts

13sec Missile launch detected

15Sec Rebuild Power plant

17Sec Spring noise indicating seeker mine
19Sec Rebuild Power plant
22Sec Harvester under attack (Says it for every shot taken, over and over)
25Sec Missile launch detected
27Sec Spring noise
29Sec Low power
30Sec Concrete, concrete, concrete
32Sec Missile launch detected
35Sec Driving to Walmart to return this pile of crap
37Sec Spring noise

Why not a blend like Renegade is? Or hell just make a good one that is anything other than the Tiberian Sun blunder. I do have to say the title is a little....lazy as ass.

The best I could hope for is something like Battlezone II.

EDIT:

Oh and aren't we skipping over some very important news? I saw the trailer for the Ghost Busters game and I almost rubbed one out. I can't wait for them to make a new movie and it better have Owen Wilson as one of the Ghost Busters.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ryu](#) on Wed, 12 Dec 2007 10:15:55 GMT
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If they use the CryEngine, Fuck this game.

'Nuff said.

texture memory gets wasted on leaves.. LEAVES! FULLY DETAILED LEAVES..

what the hell?!

Subject: Re: C&C Tiberium - FPS Game
Posted by [Goztow](#) on Wed, 12 Dec 2007 14:56:00 GMT
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Many more scanned images and youtube video are now available here! This seems to be confirmed!

Confirmed: here

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Wed, 12 Dec 2007 15:22:11 GMT
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It isn't a hoax.

EA Moderators have already posted in the threads about this game and they have said nothing to deny or confirm it. In fact they haven't said anything on topic

I am a subscriber to GameInformer by I only got my December issue like a week and a half ago. So January's may take some more time. Hopefully I can go to the store later and pick one up.

Subject: Re: C&C Tiberium - FPS Game
Posted by [AoBfrost](#) on Wed, 12 Dec 2007 16:08:16 GMT
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I'm thinking this is fake, just like the guy who claimed he found a video for cnc4, it was just a render he made and put on youtube. It isnt EA offical.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Wed, 12 Dec 2007 16:50:52 GMT
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What is going on? I think this is true but how RIDICULOUS.

It looks like that hated gay Halo. The Scrin infantry look like the Covenant from Halo and the "All-in-One" weapon concept is taken right out of bloody Crysis.

They are messing this game up just like ID Software messed up Doom 3 for the original Doom fans.

EA bastards are making this game for a new "dumbass" generation of gamers who only care for good graphics and fragfesSt and who never bothered to play the original C&C RTS.

Doesn't seem like there are any bases and economy. No MCT's and no teams...just one big fragfest like gay Halo and like Battlefield with n00b spawn vehicles. And no Nod?

They are COMPLETELY ignoring C&C Renegade's current fanbase. But they won't care because as long as they get the money (and they will).

And who the hell is Ricardo Vega? Could have picked a better name TBH. Sounds like a barrel-chested crime fighter. LMFAO.

OMG JUST REMEMBERED: ONLY 1 TYPE OF INFANTRY IN THIS NEW GAY GAME JUST LIKE HALO!

Subject: Re: C&C Tiberium - FPS Game
Posted by [BoMbZu](#) on Wed, 12 Dec 2007 16:59:47 GMT
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Starbuzz wrote on Wed, 12 December 2007
And who the hell is Ricardo Vega? Could have picked a better name TBH.

Subject: Re: C&C Tiberium - FPS Game
Posted by [sadukar09](#) on Wed, 12 Dec 2007 17:02:26 GMT
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WNxBoMbZU wrote on Wed, 12 December 2007 10:59Starbuzz wrote on Wed, 12 December 2007
And who the hell is Ricardo Vega? Could have picked a better name TBH.

Niece of the General Vega in Tiberian Sun.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Wed, 12 Dec 2007 17:47:18 GMT
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sadukar09 wrote on Wed, 12 December 2007 11:02WNxBoMbZU wrote on Wed, 12 December 2007 10:59Starbuzz wrote on Wed, 12 December 2007
And who the hell is Ricardo Vega? Could have picked a better name TBH.

Niece of the General Vega in Tiberian Sun.

From the dumb novel I just found out ROFL! EA is trying to make C&C into a Halo kind of crap with those nice gay novels to read in-between.

Subject: Re: C&C Tiberium - FPS Game
Posted by [liquidv2](#) on Wed, 12 Dec 2007 18:25:47 GMT
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i figured that if EA made another cnc fps at all it would have to be directly or more connected to cnc3 than any other cnc game (probably because they made that one) and it wouldn't be like renegade
instead they're trying to make it like halo

i knew this stupid shit was coming lol

Subject: Re: C&C Tiberium - FPS Game
Posted by [Renx](#) on Wed, 12 Dec 2007 18:29:34 GMT
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BR/GRAW/RB6 gameplay sounds absolutely fine if for SP

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Wed, 12 Dec 2007 19:22:13 GMT
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AoBfrost wrote on Wed, 12 December 2007 11:08I'm thinking this is fake, just like the guy who claimed he found a video for cnc4, it was just a render he made and put on youtube. It isnt EA official.

How can you think it is fake?!

GameInformer wrote an entire article on the game... It is the cover story!

Subject: Re: C&C Tiberium - FPS Game
Posted by [havoc9826](#) on Wed, 12 Dec 2007 20:10:02 GMT
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Renx wrote on Wed, 12 December 2007 10:29BR/GRAW/RB6 gameplay sounds absolutely fine if for SP

Maybe so, but Renegade hasn't survived this long because of its singleplayer portion.

Subject: Re: C&C Tiberium - FPS Game
Posted by [BoMbZu](#) on Wed, 12 Dec 2007 21:02:58 GMT
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SP -> Halo , R6V , GRAW

Multi -> Renegade , BF2

I hope it turns out like this

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 12 Dec 2007 21:05:58 GMT
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I just hope it's like Renegade, no Halo, no GRAW, no Battlefield, no Rainbow 6. I don't want a cheap artillery special (like Battlefield's) instantly killing anyone working together. I also don't want to go out on the field and get hit by 2 bullets and die.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Wed, 12 Dec 2007 21:08:01 GMT
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WNxBoMbZU wrote on Wed, 12 December 2007 15:02SP -> Halo , R6V , GRAW

Multi -> Renegade , BF2

I hope it turns out like this

But MP for BF2 is slow right? There is no speed element to it which is something I ENJOY in Renegade EVERYTIME. No spawn time, you die, you spawn back and you want to rush back into action with more urgency. Man, it's such an addictive formula.

Subject: Re: C&C Tiberium - FPS Game
Posted by [IronWarrior](#) on Wed, 12 Dec 2007 22:48:44 GMT
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This is gonna be made of epic gay.

Subject: Re: C&C Tiberium - FPS Game
Posted by [u6795](#) on Wed, 12 Dec 2007 23:21:49 GMT
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I absolutely hate how everyone disapproves of this.

What we've been wanting for years is more C&C games. You all knew Westwood wouldn't be around to deliver them.

Yet, here we are, on the verge of an expansion pack and now another first person shooter complaining about every little detail. Not to mention the LOLEASUX tone I hear in a few posts every here and there. Besides, what information do we have to judge on now? A few scans and a vague article in Game Informer. That's what.

I for one, am incredibly grateful. I'm a C&C Fan because of the story, and I just want to see where it goes next.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Canadacdn](#) on Wed, 12 Dec 2007 23:31:59 GMT
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Viking wrote on Wed, 12 December 2007 03:29liquidv2 wrote on Wed, 12 December 2007 03:25if

people want it to get as realistic, accurate, and lifelike as possible i suggest joining the military and abandoning games altogether

There are no respawn points in real life.

Yeah, and what happens if I get lag out there?

Subject: Re: C&C Tiberium - FPS Game

Posted by [cmatt42](#) on Thu, 13 Dec 2007 01:34:27 GMT

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[NEFobby[GEN] wrote on Wed, 12 December 2007 15:05]I just hope it's like Renegade, no Halo, no GRAW, no Battlefield, no Rainbow 6. I don't want a cheap artillery special (like Battlefield's) instantly killing anyone working together. I also don't want to go out on the field and get hit by 2 bullets and die.

I can do nothing but agree with all of your statements.

u6795 wrote on Wed, 12 December 2007 17:21I absolutely hate how everyone disapproves of this.

What we've been wanting for years is more C&C games. You all knew Westwood wouldn't be around to deliver them.

Yet, here we are, on the verge of an expansion pack and now another first person shooter complaining about every little detail. Not to mention the LOLEASUX tone I hear in a few posts every here and there. Besides, what information do we have to judge on now? A few scans and a vague article in Game Informer. That's what.

I for one, am incredibly grateful. I'm a C&C Fan because of the story, and I just want to see where it goes next.

So say you're a lover of chicken and hate fish, and the only restaurant that has it actually serves fish dressed and flavored like chicken. Would you still eat it?

Subject: Re: C&C Tiberium - FPS Game

Posted by [R315r4z0r](#) on Thu, 13 Dec 2007 02:26:04 GMT

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All I care about is it having a C&C mode. That is the only thing that I think made Renegade fun. Playing an RTS in an FPS.

I don't believe that Renegade's "unrealistic" atmosphere made it more fun... if anything it was a draw back... IMO.

Basically EA can throw whatever they want into the game, model it after what they want... as long as it does have C&C roots.

the only thing I care about is it having C&C mode.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Ryu](#) on Thu, 13 Dec 2007 02:43:50 GMT

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Renegade:

- 1.) Fast paced, You die, 1 second later, you re-spawn, Back in action.
- 2.) Vehicles, You get 8 per team, technology has improved and we can have more now, without major lag.
- 3.) It wasn't realistic.
- 4.) Blowing up buildings, hamper the other team.

Battlefield 2:

- 1.) Slow re-spawn times
- 2.) Huge maps, Slow gameplay.
- 3.) Everyone team kills for vehicles, and there isn't much choice depending on the map.
- 4.) It's mainly CTF.

R6: Vegas (Assuming it's a Tom Clancy game):

- 1.) It's a stealth game, Stealth != action. Does not compute.

BF2 & R6 = what? more slow gameplay? Online will be even slower? more fucked up?!

yeah, totally.

They should keep Renegade's system, Make a worthy Single player, Improve netcode, More vehicles for online play, a shit load of character classes.

Fuck, If I was a game dev. working for EA, Here's what I'd suggest.

30 vehicles on the battle field.

3 teams per map; GDI & Nod & Scrin. (Only on some maps, Other maps can only have 2 teams, GDI Vs Scrin, GDI Vs Nod, etc.)

Every team for themselves.

I've thought about that idea for a long time, And I can safely say, It would kick ass.

Subject: Re: C&C Tiberium - FPS Game

Posted by [bigjoe14](#) on Thu, 13 Dec 2007 03:14:33 GMT

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Quote:So say you're a lover of chicken and hate fish, and the only restaurant that has it actually serves fish dressed and flavored like chicken. Would you still eat it?

This is a horrible analogy and you are a horrible poster. This thread is, without a doubt, one of the biggest gatherings of pure stupid I've ever seen. Blind anti-EA rage and ignorance about a game we know nothing about is what sets up this foundation of anger, yet you feel compelled to white knight it anyway, even when 90% of the people in this thread don't have the damndest idea of what their talking about. Why?

Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 13 Dec 2007 03:35:30 GMT

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It's not "blind hate" for EA. In fact I supported some of EA's decisions in the past, and I am in support of the idea of a new C&C FPS. However, people like me, Ryu, and others are giving rational arguments about why we prefer Renegade's arcadey, fast, fluid, and fun gameplay over slow-paced realism-based games.

Subject: Re: C&C Tiberium - FPS Game

Posted by [bigejoe14](#) on Thu, 13 Dec 2007 03:51:49 GMT

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oh yes of course because renegade is the holy grail of all pc games and c&c mode is a beautiful delicate flower that should never ever be touched

Subject: Re: C&C Tiberium - FPS Game

Posted by [R315r4z0r](#) on Thu, 13 Dec 2007 04:00:48 GMT

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checks watch

OH SNAP! Is it that time already? Time for my daily worship of Renegade.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Ryu](#) on Thu, 13 Dec 2007 05:01:20 GMT

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bigejoe14 wrote on Thu, 13 December 2007 03:51oh yes of course because renegade is the holy grail of all pc games and c&c mode is a beautiful delicate flower that should never ever be touched

Correct.

I don't want to play some shitty half-arsed FPS that tries to be "SUPER REALISTIK!!111".

No, War simulator - 2 shot kill games suck, I want a game that has renegade style mechanics with some new ideas and what not.

If it turns out to be Battlefield 2 style game play with huge maps, slow game play, Server owners being idiots and enabling team kill will make the experience 2 tons of shit.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Canadacdn](#) on Thu, 13 Dec 2007 05:05:53 GMT

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Renegade was excellent. Fast, fluid gameplay that made you feel like a part of a team. No matter what your skill level was, you could always be useful at something, weather is was being an engineer, or a vehicle driver.

With games like Counter-Strike for example, that try to be super realistic, they're just not fun. You end up getting sniped by coked out Russian children who play at an expert level you could never hope or have the spare time to acheive the second you enter the game, and then you sit around doing nothing for 5 minutes waiting for the next match. Zzzzzzz....

Subject: Re: C&C Tiberium - FPS Game

Posted by [BoMbZu](#) on Thu, 13 Dec 2007 09:10:02 GMT

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If they dont add the C&C mode in the first game , they might add it in their expansion to make it look the xpansion really adds AWESOME new content to the game ^^

just like c&c3:s global conquest mode ..

Subject: Re: C&C Tiberium - FPS Game

Posted by [Starbuzz](#) on Thu, 13 Dec 2007 14:00:08 GMT

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bigejoe14 wrote on Wed, 12 December 2007 21:51oh yes of course because renegade is the holy grail of all pc games and c&c mode is a beautiful delicate flower that should never ever be touched

\$100 to anyone who can find a more blatant ignorant post.

Subject: Re: C&C Tiberium - FPS Game
Posted by [bigejoe14](#) on Thu, 13 Dec 2007 14:46:24 GMT
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Starbuzz wrote on Thu, 13 December 2007 07:00\$100 to anyone who can find a more blatant ignorant post.

copys and pastes the entire thread

edit: that quote in your signature is pretty blatant and ignorant. i'd like my \$100 now.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Thu, 13 Dec 2007 14:59:40 GMT
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Why don't you try to understand the logic behind C&C Mode first before bashing it?

And you blatantly insult Renegade mockingly calling it the "holy grail of PC games."

There are so many things that have kept this underrated and sidelined game from dying in the shadows of ignorance:

- 2 unique teams
- variety of vehicles
- various infantry classes (w/various weapons)
- Tiberium, harvesters, credits = ECONOMY
- Buildings with unique functionality
- Armor/Health bar instead of stupid lame ass 2 shot kills (excluding snipers).

I know I am missing many things but let me ask you this:

So is it really ignorant of us remaining Renegade players to ask for a newer updated version with the current graphical standards? I don't think so.

What we hate is a game that promises endless and unsatisfactory killfests ("yay I have most kills") like in Halo. CTF, King of the Hill, Deathmatch, bullshit and other useless modes.

I played Halo. The SP were awesome but MP was a joke. I don't like random aimless walking around the map bullshit with the only goal of increasing my kill count or getting a vehicle.

I remember how useless and unsatisfying playing Halo MP was. N00bs would teamkill me so they can get on their damned Banshees.

OH I forgot:

Toggle Spoiler \$\$\$Your 100 dollars\$\$\$ - But I know you get a lot more from EA

Subject: Re: C&C Tiberium - FPS Game
Posted by [trooprm02](#) on Thu, 13 Dec 2007 17:10:43 GMT
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Um, looking from the pre-release video of this game so far, has worried me. Im talking about a not-supposed-to-be-released video, which I managed to get my hands on, and ill upload it to some site, and link back to site and you can see what I mean. Also, im going to go out and hopefully find that game informer issue, high scan res em, .pdf, .zip em, and upload those aswell.

About the gameplay, basically, best scenario would be, C&C Mode (aow) would be recopied EXACTLY. They would improve the graphics of the game, because of the new engine, better SP (meaning better AI, gameplay value etc), but for online gameplay, just new vechiles, some old ones, same for the inf. 3 way battles? Gay. Should stay gdi vs nod. This whole scrin thing I think is a disgrace to the C&C Series, and in that sense, EA has already failed. Btw, from the prototype video, it shows gameplay for a split second, and it looks like just a cheap bf242 copy

Subject: Re: C&C Tiberium - FPS Game
Posted by [Renx](#) on Thu, 13 Dec 2007 17:42:16 GMT
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I don't see why you're all so upset. The only mention of MP so far has been the co-op, obviously aimed at consoles as an addition to SP. All of this GRAW/BF2/RB6 talk is about the SP. Wait for details about MP before you start bitching about it.

If C&C Mode was copied exactly as it is now it would be terrible. There are an enormous amount of improvements that could and should be made if they recreate C&C Mode. Just look all the modifications that have been made for renegade over the last 6 years, it's drastically different now compared to when it was released.

Subject: Re: C&C Tiberium - FPS Game
Posted by [bigjoe14](#) on Thu, 13 Dec 2007 18:40:40 GMT
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Starbuzz wrote on Thu, 13 December 2007 07:59Why don't you try to understand the logic behind C&C Mode first before bashing it?

And you blatantly insult Renegade mockingly calling it the "holy grail of PC games."
Renegade is probably my second most played online game. I know C&C mode well enough to justify any bashings I want to make against it. (also i am not bashing it btw)

Quote:So is it really ignorant of us remaining Renegade players to ask for a newer updated version with the current graphical standards? I don't think so.

What we hate is a game that promises endless and unsatisfactory killfests ("yay I have most kills") like in Halo. CTF, King of the Hill, Deathmatch, bullshit and other useless modes.
No, it's not ignorant, but it sure is asking a lot. There may have been a decent amount of people

who greatly enjoyed Renegade, but the fact of the matter is that Renegade received less than mediocre reception when it was released. There are no words to describe how bad the single player for this game is (compared to past and more current games), and the multiplayer is this games only saving grace. They will not port Renegade over to CryEngine2 and box it up as a new game. They will make a game based on what's currently the most popular FPS trends and go from there.

edit: also what renx said

Subject: Re: C&C Tiberium - FPS Game
Posted by [Oblivion165](#) on Thu, 13 Dec 2007 18:41:25 GMT
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Renegade is ok imo but it has a lot of problems that forced me to move on.

You walk up to a guy and your looking at his back, he has a RamJet and I have a chain gun. I take my time, point it right on his head and let loose a barrage of bullets. Not only does it not kill him but he has plenty of time to turn around, jump around like a moron and shoot me dead after 10 seconds of chain gun madness.

Ok so thats how the game is going to be....I don't quite have enough for my Ramjet character so I go with the 500 sniper. I go out there and look for some cover....hmm no cover...well I'll use what I got. Guy walks around the corner a million miles away and we both instantly see each other. With no real cover to speak of an the way Renegade is rendered we might as well both be wearing Richard Simmons pink. The first thing the guy does is start jumping around like an idiot. Should I crouch behind this object? Wouldn't matter if I did because my bounding box doesn't go with me and he will know exactly where I am at all times anyway.

To hell with it, I'm just going to shoot at him. Pow, one shot in the neck....What??? No death?? I know it wasn't in the head but the torso/neck area is kind of very important to survival. At this point the guy is really thrashing around, he is all over the place. 18 shots later the guy is hit again and goes down.

Well that was....yeah....so lets head back to the base and get a refill. On the way back there is a minigunner, well he is right on my ass so using this sniper rifle would be a poor choice of weapon, lets see if i can loose him and double back. Multiple whips around corners and vehicles, through doors and hallways later I turn around to still see my good friend the minigunner..WTF? No human could follow that! Not unless the bounding box never went away and all he had to do was use his superman powers to follow me.

After respawn I decided that maybe offense just wasn't my thing in this game, lets try some defense. Wow this is exciting....placing proxy mines in the exact same place at the start of every single map, every single time. It better be worth it.

APC rush on the AGT! APC blows up all the mines ejecting the Technicians to safety!! YAY!! Good thing people decided to put this MCT in clear view of the door so that everyone can shoot the engineers (APC's outside included) with really no effort at all. We love'em bullets. F'ing A!

The AGT is gone! Which is an anagram for All Get Titanium ass raping. Lets all work together and build a new one with manpower and resources....guys?? Yo guys?? Oh you are all buying RamJet characters...right after the AGT died....good...thats good that you did that. It's not like we have an anti-vehicle situation right now.

Oh noes, our vehicles were destroyed by the incoming forces, lets get some reinforcements! Buy BUY BUY! What do you mean we cant get to them???!?! They are being destroyed and anyone that approaches the area is shot? How the hell am I supposed to know they can drive themselves to danger but not to safety!

To hell with this, I'll change servers and be on the Nod team. WTF do you mean he just jumped around and walked right to the Obelisk?!?! Beacon planted! Well have the base defenses shoot it, its a beacon, all you have to do is stop its signal! What no? Doesn't work that way? Oh ok. Well that was exciting, lets buy a character. I see that every single person is either a Ramjet or a stealth black hand. Lets try the stealth.

What? Everyone can see me just like I could see every single Stealth Black Hand that ever there was. Its not like they are quiet or stop making noise when they walk not to mention that they fade in and out of opaque-ness every few seconds. Damn that was some wasted money then. Lets try some engineering again, WHAT!?!?!? The MCT is right by the door again! My god you people need to learn how to make a decent base defense.

Waits for mega flame

I did not write this to piss people off or to criticize them and their choice of game. This was simply the way I see the game and is why I moved on to much, much better series like COD2/COD4/HL2/TF2/COH etc etc because they fixed all this bullshit. No more will my shot to the chest go un-noticed, or will people jump around like a magikarp out of water. Splash attack didn't work then and it won't work now.

Subject: Re: C&C Tiberium - FPS Game
Posted by [cmatt42](#) on Thu, 13 Dec 2007 23:04:03 GMT
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bigejoe14 wrote on Wed, 12 December 2007 21:14Quote:So say you're a lover of chicken and hate fish, and the only restaurant that has it actually serves fish dressed and flavored like chicken. Would you still eat it?

This is a horrible analogy and you are a horrible poster. This thread is, without a doubt, one of the biggest gatherings of pure stupid I've ever seen. Blind anti-EA rage and ignorance about a game we know nothing about is what sets up this foundation of anger, yet you feel compelled to white knight it anyway, even when 90% of the people in this thread don't have the damndest idea of what their talking about. Why?

So instead of explaining why my analogy doesn't work (which does work and I'll elaborate on in a moment), you resort to petty insults instead. Great job, that'll win you a lot of arguments.

My analogy is fine. I want a good, true, C&C FPS (the chicken). I'm given what looks like one

Subject: Re: C&C Tiberium - FPS Game
Posted by [BlueThen](#) on Fri, 14 Dec 2007 01:19:17 GMT
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razorblade001 wrote on Thu, 13 December 2007 19:03 Westwood sucks more than EA does.

Maybe Westwood's games didnt have such uber graphics like EA's because they weren't made in 2005-2007?

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ryu](#) on Fri, 14 Dec 2007 01:45:16 GMT
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razorblade001 wrote on Fri, 14 December 2007 01:03 Westwood sucks more than EA does.

Haha, oh man..

Westwood are like VALVe, they defined a game genre.

VALVe = Perfected FPS.
Westwood = Defined RTS.

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Fri, 14 Dec 2007 02:03:54 GMT
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I don't care what they did, they still suck.

In fact the reason why they suck is BECAUSE of what they did.

(Also, on a side note... I don't really like VALVe either... however I do like Portal)

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ryu](#) on Fri, 14 Dec 2007 02:19:10 GMT
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razorblade001 wrote on Fri, 14 December 2007 02:03

(Also, on a side note... I don't really like VALVe either... however I do like Portal)

THIS IS BLASPHEMY!

CRIMSON, BLAZER, SOMEONE, BAN THIS FOOL!!

[/valve-fanboy]

Subject: Re: C&C Tiberium - FPS Game
Posted by [BlueThen](#) on Fri, 14 Dec 2007 02:23:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

razorblade001 wrote on Thu, 13 December 2007 20:03I don't care what they did, they still suck.

In fact the reason why they suck is BECAUSE of what they did.

(Also, on a side note... I don't really like VALVe either... however I do like Portal)
Have you realized that EA has the advantage of time and more advanced technology than westwood?

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Fri, 14 Dec 2007 04:38:30 GMT
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BlueThen wrote on Thu, 13 December 2007 21:23Have you realized that EA has the advantage of time and more advanced technology than westwood?
???

Where have I said why I think WW sucks? I have in no way said, implied or inferred that I think they suck because their game's graphics aren't as "up-to-date" as current games. I don't care about graphics. In fact TS is still my favorite C&C game, it beats the crap out of RA2 and Generals combined.

Subject: Re: C&C Tiberium - FPS Game
Posted by [AngelFaN](#) on Fri, 14 Dec 2007 04:43:47 GMT
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normal rene is better

Subject: Re: C&C Tiberium - FPS Game
Posted by [Spoony](#) on Fri, 14 Dec 2007 07:21:33 GMT
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Westwood did invent RTS, but EA's RTS's are way better than Westwood's in terms of gameplay

and balance... anyone who seriously thinks RA2 or Tib Sun are better games than Generals and Zero Hour frankly needs to see a doctor.

We had the same crap with the BFME games... a section of the community didn't care about whether the gameplay and the balance were good as long as Gandalf's hat was the right shape or something... some of the threads here remind me of that tbh. OMG KANE'S PANTS ARE THE WRONG COLOUR FUCK EA I'LL NEVER BUY THEIR GAMES AGAIN!

Subject: Re: C&C Tiberium - FPS Game
Posted by [Herr Surth](#) on Fri, 14 Dec 2007 12:02:43 GMT
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Quote:Westwood did invent RTS, but EA's RTS's are way better than Westwood's in terms of gameplay and balance... anyone who seriously thinks RA2 or Tib Sun are better games than Generals and Zero Hour frankly needs to see a doctor.

Subject: Re: C&C Tiberium - FPS Game
Posted by [OWA](#) on Fri, 14 Dec 2007 14:03:13 GMT
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Spoony wrote on Fri, 14 December 2007 07:21Westwood did invent RTS, but EA's RTS's are way better than Westwood's in terms of gameplay and balance... anyone who seriously thinks RA2 or Tib Sun are better games than Generals and Zero Hour frankly needs to see a doctor.

RA2 and Tiberian sun are better games than Gens or Zero Hour. you need to see a doctor my friend.

RA2 and TS were highly unique and had their storyline and universes were both really gripping. It made you want to finish them.

Generals was a string of missions of a generic, bland RTS. not ingnuitive at all.

Plus I prefered the goofy 2d graphics of the older games to the shit that Generals was.

Subject: Re: C&C Tiberium - FPS Game
Posted by [m1a1_abrams](#) on Fri, 14 Dec 2007 14:19:13 GMT
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Yes, it really depends on your point of view. The singleplayer portions of the Westwood C&C games were unquestionably superior to all EA RTS games, with the exception of C&C 3. But C&C 3 is an attempt to emulate the earlier games.

Actually, I'd say that Westwood made the best singleplayer experiences in the RTS genre.

But it's fair to say that they weren't particularly balanced online... or if not strictly unbalanced, many of the units were useless, or overshadowed by the most powerful units.

The earlier C&C games came from the era before mass online competitive gaming, so it's understandable that they spent more time on the singleplayer element than the multiplayer balance.

Subject: Re: C&C Tiberium - FPS Game
Posted by [crazfulla](#) on Fri, 14 Dec 2007 15:41:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

razorblade001 wrote on Thu, 13 December 2007 19:03 Westwood sucks more than EA does. You suck more than Electrolux does.

seriously though I can see what you're getting at, and the point Spooky made, and I quite agree to an extent. Westwood pioneered the RTS genre however I sincerely doubt they would have created as popular games as EA did once they obtained the franchise. Sure Generals sucks the big one because it has absolutely nothing to do with the Tiberium and/or Red Alert universes. But the gameplay was/is vastly superior with the creation of an entirely new game engine (SAGE).

I believe that EA should do the same for any new FPS titles. Make it 100% new and unique with a new engine. I like battlefield for it's multiplay as I do Renegade however the two are vastly different. EA should be careful not to stray too far from the original Renegade concepts - The original C&C mode is essential but they have to kick it up a notch.

If we wanted BF we would go out and buy BF. Or do what Im doing and make a mod for Renegade (siggy). Why do such a thing? I love the WW2 atmosphere but concur with the above, that 2 shot kills / long respawn times / deliberate teamkilling sucks monkey testicles. Hence why I am trying to recreate that on the Renegade engine. Anyone who shares these views should sign up on the mod team FTW!

One last comment, the rumored name. "C&C Tiberium". Very fucking generic, awfully pathetic. But then lest we forget the last instalment... Lets look at the Tib Universe titles thusfar:

TIBERIAN DAWN
TIBERIAN SUN
TIBERIUM WARS

If you ask me someone needs to learn how to fucking spell.

But you would all just say Im moaning about Gandalf's hat.

Subject: Re: C&C Tiberium - FPS Game
Posted by [trooprm02](#) on Fri, 14 Dec 2007 17:03:34 GMT
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Apart from arguing with someone like razor who is clearly wrong, EA did a good job with C&C3, or so I think (-the whole scrin bullshit), in terms of listening to what people wanted, making the forums active seeing what people said before the game was even released etc. The problem? Name a single FPS EA has released that is even comparable to C&C Mode? Doesn't exist. The obvious thing to believe is that they are gonna redo 100% of it, to appeal to bf/graw/etc market.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Carrierll](#) on Fri, 14 Dec 2007 17:13:13 GMT
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ok

I think everyone needs to see whether EA actually does fuck this up, because they haven't made a mess of every game, they might be learning how to keep a community happy, which gives them a dedicated fanbase, which equates to permanent income. They do have to make money you know.

I will save my call on the game until I see it / play a demo.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Fri, 14 Dec 2007 17:22:56 GMT
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This is good news in a kind of way because if EA does mess this up (looks like it, so far), then C&C Renegade will become even more stronger.

What does everyone think about that statement? ^

Subject: Re: C&C Tiberium - FPS Game
Posted by [Spoony](#) on Fri, 14 Dec 2007 18:57:19 GMT
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I'd say that statement shows you're worse than you make EA out to be.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Herr Surth](#) on Fri, 14 Dec 2007 18:59:58 GMT
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EA is currently getting better, let's see if they can hold that course. If they can't, well there are enough other companies.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Canadacdn](#) on Fri, 14 Dec 2007 19:15:49 GMT
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Surth wrote on Fri, 14 December 2007 12:59EA is currently getting better, lets see if they can hold that course. If they cant, well there are enough other Companys.

Yeah, but none of them own the C&C IP.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Herr Surth](#) on Fri, 14 Dec 2007 19:17:50 GMT
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so fucking what? its not like C&C is the only good RTS.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Fri, 14 Dec 2007 19:26:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Spoony wrote on Fri, 14 December 2007 12:57I'd say that statement shows you're worse than you make EA out to be.

I meant C&C Renegade won't lose that many players to "C&C Tiberium" if EA messes it up.

And EA granting licenses to write novels about C&C3 and then basing the main character in this new FPS from a character in the novel is pretty ridiculous don't you think?

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 14 Dec 2007 19:46:50 GMT
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One Winged Angel wrote on Fri, 14 December 2007 09:03Spoony wrote on Fri, 14 December 2007 07:21Westwood did invent RTS, but EA's RTS's are way better than Westwood's in terms of gameplay and balance... anyone who seriously thinks RA2 or Tib Sun are better games than Generals and Zero Hour frankly needs to see a doctor.

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Plus I preferred the goofy 2d graphics of the older games to the shit that Generals was.

OWA's absolutely right. I don't see any advantages Generals or Zero Hour had over Red Alert 2.

Tiberian Sun and RA2 had very deep canons and storylines which left people creating theories on who Cabal was, who Kane is, etc. The stories by themselves made you want to finish the game to see what would happen. As well, the cutscenes were very well-done with actors and a movie-like atmosphere, unlike most other games which had CG.

What did Generals introduce that was good? All they did was take out the sidebar, ditch cutscenes, scrap the movie-scenario briefings, and try to throw up a realistic game. It had practically no story, its multiplayer was extremely laggy and lacking features, and its graphics haven't aged well at all. There wasn't even much strategy to the game, it was all about buildings lots of WF's, lots of vehicles, lots of superweapons and charging at their base. Its single player was long, boring, and not challenging in all respects. Red Alert 2 might not be 3d, but till today it looks acceptable. The only thing that ever looked good in generals were the explosions, but most people don't like commanding stickmen.

Subject: Re: C&C Tiberium - FPS Game

Posted by [R315r4z0r](#) on Fri, 14 Dec 2007 20:03:02 GMT

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troopr02 wrote on Fri, 14 December 2007 12:03 Apart from argueing with someone like razor who is clearly wrong

...? How can my opinion be wrong. You sir, are a moron.

But anyway, most of you just allowed me to play you like an instrument. And I also proved Bigejoe's point.

You're saying you can see where this game is heading from seeing the first glimpse of it, however you are denying you are doing this.

All I said was "Westwood sucks" and then everyone all of a sudden started to think of their own conclusions for why I think that way. I never gave a reason, I only said "they suck more than EA does."

And I also never clarified how much I think EA sucks either. It could be a lot, or I might not think they suck. You simply don't know.

But the point of me even saying "westwood sucks" was to hopefully open your eyes and make you actually see you guys are being narrow minded.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Herr Surth](#) on Fri, 14 Dec 2007 20:05:42 GMT

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Quote:There wasn't even much strategy to the game, it was all about buildings lots of WF's, lots of vehicles, lots of superweapons and charging at their base. I'll just say you SUCK at Zero Hour, if you think so.

Btw what great strategy do you need in YR?

Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 14 Dec 2007 20:21:04 GMT

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Surth wrote on Fri, 14 December 2007 15:05

Quote:There wasn't even much strategy to the game, it was all about buildings lots of WF's, lots of vehicles, lots of superweapons and charging at their base. I'll just say you SUCK at Zero Hour, if you think so.

Btw what great strategy do you need in YR?

Have you even played Zero Hour online? All people did was go and build a hundred bases with a lot of super weapons and weapons factories.

Ra2 actually had the strategy factor. It wasn't about relying on big numbers of superweapons and vehicles, you actually had to think out proper attacks. It even had ships and submarines; which adds an entire new kind of warfare that Generals did not have.

Quote:...? How can my opinion be wrong. You sir, are a moron.

But anyway, most of you just allowed me to play you like an instrument. And I also proved Bigejoe's point.

You're saying you can see where this game is heading from seeing the first glimpse of it, however you are denying you are doing this.

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And I also never clarified how much I think EA sucks either. It could be a lot, or I might not think they suck. You simply don't know.

But the point of me even saying "westwood sucks" was to hopefully open your eyes and make you actually see you guys are being narrow minded.

Then CLARIFY yourself if people are misunderstanding you. You can't just type out a few words

and expect everyone to know exactly what you're saying. Explain yourself and give some rational arguments.

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Fri, 14 Dec 2007 20:26:54 GMT
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What are you talking about? If I had done that, then what I did wouldn't of worked.

If I told everyone "Hey, I'm setting you up so I can prove a point" than no one would of responded...

Subject: Re: C&C Tiberium - FPS Game
Posted by [Herr Surth](#) on Fri, 14 Dec 2007 20:32:55 GMT
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ever played online with 1.05 community patch?

Subject: Re: C&C Tiberium - FPS Game
Posted by [Oblivion165](#) on Fri, 14 Dec 2007 20:33:24 GMT
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Zero hour is only playable with Project Raptor mod IMO.

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Fri, 14 Dec 2007 20:36:56 GMT
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First post on page 6:
<http://forums.ea.com/mboards/thread.jspa?threadID=316023&start=75&tstart=0>

ealacypherHey man,

Don't worry about it. Command & Crysis The Dead Six brings you the C&C Mode love in addition to what EALA has instore with Tiberium.

dead6.renevo.com

R3 is sad now.

BTW: Cypher is an official EA Mod. A mod who actually works for EA.

Subject: Re: C&C Tiberium - FPS Game
Posted by [BlueThen](#) on Fri, 14 Dec 2007 20:37:03 GMT
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razorblade001???

Where have I said why I think WW sucks? I have in no way said, implied or inferred that I think they suck because their game's graphics aren't as "up-to-date" as current games. I don't care about graphics. In fact TS is still my favorite C&C game, it beats the crap out of RA2 and Generals combined.

razorblade001 wrote on Fri, 14 December 2007 14:03

All I said was "Westwood sucks" and then everyone all of a sudden started to think of their own conclusions for why I think that way.

Ironic much?

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Fri, 14 Dec 2007 20:39:02 GMT
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n..no? I'm pretty sure that you just confirmed that what I did was in fact really what I did. I said before that I never said anything about why I said "they suck" and you just proved I did by quoting it... so I don't see what your getting at.

Subject: Re: C&C Tiberium - FPS Game
Posted by [BlueThen](#) on Fri, 14 Dec 2007 20:43:44 GMT
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razorblade001 wrote on Fri, 14 December 2007 14:39n..no? I'm pretty sure that you just confirmed that what I did was in fact really what I did. I said before that I never said anything about why I said "they suck" and you just proved I did by quoting it... so I don't see what your getting at. That made no sense to me what so ever.

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Fri, 14 Dec 2007 20:46:46 GMT
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Ok, I'll restate. You quoting those two things and asking if it was ironic made no sense to me either.

All you did was quote me two times saying the exact same thing. In the first quote I said that I haven't said anything to why I think they suck. And in the second quote I said the exact same thing.

Subject: Re: C&C Tiberium - FPS Game
Posted by [BlueThen](#) on Fri, 14 Dec 2007 20:47:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

razorblade001 wrote on Fri, 14 December 2007 14:46Ok, I'll restate. You quoting those two things and asking if it was ironic made no sense to me either.

All you did was quote me two times saying the exact same thing.
Ok, remove the "much?", then you will see I am pointing out IRONY.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Fri, 14 Dec 2007 20:47:48 GMT
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Razor, man what's up? Why the need for causing so much confusion?

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Fri, 14 Dec 2007 20:49:09 GMT
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BlueThen wrote on Fri, 14 December 2007 15:47Ok, remove the "much?", then you will see I am pointing out IRONY.
I still fail to see what you're getting at... what is ironic about me saying the same thing twice..?

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Fri, 14 Dec 2007 20:54:43 GMT
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Surth wrote on Fri, 14 December 2007 14:32ever played online with 1.05 community patch?

Yeah, the 1.05 patch stopped people from mass producing WF.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Spoony](#) on Fri, 14 Dec 2007 20:59:35 GMT

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[NEFobby[GEN] wrote on Fri, 14 December 2007 13:46]OWA's absolutely right. I don't see any advantages Generals or Zero Hour had over Red Alert 2. balance?

[NEFobby[GEN] wrote on Fri, 14 December 2007 13:46]Tiberian Sun and RA2 had very deep canons and storylines which left people creating theories on who Cabal was, who Kane is, etc. The stories by themselves made you want to finish the game to see what would happen. As well, the cutscenes were very well-done with actors and a movie-like atmosphere, unlike most other games which had CG. whoopee.

storylines and cutscenes don't make a great game... gameplay makes a great game, and RA2 did not have good gameplay (some aspects of it are, frankly, ridiculous) Generals and ZH do.

[NEFobby[GEN] wrote on Fri, 14 December 2007 13:46]What did Generals introduce that was good? All they did was take out the sidebar, ditch cutscenes, scrap the movie-scenario briefings so far so indifferent

[NEFobby[GEN] wrote on Fri, 14 December 2007 13:46]It had practically no story So?

[NEFobby[GEN] wrote on Fri, 14 December 2007 13:46]its multiplayer was extremely laggy uhhh... no, it wasn't?

[NEFobby[GEN] wrote on Fri, 14 December 2007 13:46]There wasn't even much strategy to the game, it was all about buildings lots of WF's, lots of vehicles, lots of superweapons and charging at their base.

lol... Generals and ZH are pretty much the only C&C RTS which actually requires micro, the only other being Red Alert 1 and even that on a much lesser scale.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Spoony](#) on Fri, 14 Dec 2007 21:03:43 GMT

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Fobby wrote on Fri, 14 December 2007 14:21Have you even played Zero Hour online? All people did was go and build a hundred bases with a lot of super weapons and weapons factories. Yes, I have... but this statement makes me wonder if you have. Generals is about micromanagement more than anything else.

Fobby wrote on Fri, 14 December 2007 14:21Ra2 actually had the strategy factor. It wasn't about relying on big numbers of superweapons and vehicles, you actually had to think out proper attacks.

uh ok. Generals and ZH had nothing as absolutely ludicrous as the Desolator.

well, admittedly the attack outpost came close but at least they fixed that.

Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 14 Dec 2007 21:16:41 GMT

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Quote:
balance?

Ra2 isn't balanced? It's likely to be one of the most balanced games out there, because winning doesn't sway towards the direction of Allies or Soviets. They are both good teams with good countermeasures.

Quote:whoopee.

storylines and cutscenes don't make a great game... gameplay makes a great game, and RA2 did not have good gameplay (some aspects of it are, frankly, ridiculous) Generals and ZH do.

Atmosphere is a big part of a game. Games are for entertainment, and creating a story and atmosphere is part of the entertainment. Why do you think people watch movies, read books, and watch the television. Surely gameplay is far more important, but people cherish and remember good stories that were along good gameplay. Why do you think game review sites like Gametrailers put story as a part of the final mark?

Quote:so far so indifferent

I take it that all of the things that made C&C unique (sidebar, cutscenes, movie briefings, and more) are not important to you. Even EA agrees with this point, because they brought all that stuff back for C&C3.

Quote:uhhh... no, it wasn't?

With a bunch of players building lots of bases and units all over the map, it's sort of hard to deny that all of this has at least some affect on your PC. This wasn't a problem in RA2.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Herr Surth](#) on Fri, 14 Dec 2007 21:36:02 GMT

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Quote:Ra2 isn't balanced? It's likely to be one of the most balanced games out there, Heh.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Spoony](#) on Fri, 14 Dec 2007 22:22:46 GMT

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[NEFobby[GEN] wrote on Fri, 14 December 2007 15:16]Ra2 isn't balanced? It's likely to be one of the most balanced games out there, because winning doesn't sway towards the direction of Allies or Soviets. They are both good teams with good countermeasures.
one word: desolator

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[NEFobby[GEN] wrote on Fri, 14 December 2007 15:16]Surely gameplay is far more important, but people cherish and remember good stories that were along good gameplay.
yes, but I'll take a better game with a crap storyline (Generals) over a crap game with a good storyline (tib sun) or, dare I say it, a crap game with a crap storyline (ra2)

[NEFobby[GEN] wrote on Fri, 14 December 2007 15:16]I take it that all of the things that made C&C unique (sidebar, cutscenes, movie briefings, and more) are not important to you. Sidebar's utterly important... cutscenes and movie briefings are a nice bonus, but they won't be the reason people still play a game five years after its release.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Oblivion165](#) on Fri, 14 Dec 2007 22:25:31 GMT
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[NEFobby[GEN] wrote on Fri, 14 December 2007 16:16]
Ra2 isn't balanced? It's likely to be one of the most balanced games out there, because winning doesn't sway towards the direction of Allies or Soviets. They are both good teams with good countermeasures.

Lmao....name one time you didn't win as Yuri? Maybe if it was Yuri vs Yuri but the teams were obviously unbalanced.

And no there isn't strategy in RA2, its just like all the others. To win you create a massive army and roll over them. If you want real strategy then play some Company of Heroes like the Obliv does..err Snow Miser does.

Subject: Re: C&C Tiberium - FPS Game
Posted by [BlueThen](#) on Fri, 14 Dec 2007 22:27:00 GMT
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Snow Miser wrote on Fri, 14 December 2007 16:25[NEFobby[GEN] wrote on Fri, 14 December 2007 16:16]

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No, it's not the strategy of winning, it's the strategy of staying alive

Subject: Re: C&C Tiberium - FPS Game
Posted by [Herr Surth](#) on Fri, 14 Dec 2007 22:30:52 GMT
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What?

Subject: Re: C&C Tiberium - FPS Game
Posted by [Oblivion165](#) on Fri, 14 Dec 2007 22:49:48 GMT
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BlueThen wrote on Fri, 14 December 2007 17:27Snow Miser wrote on Fri, 14 December 2007 16:25[NEFobby[GEN] wrote on Fri, 14 December 2007 16:16]
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No, it's not the strategy of winning, it's the strategy of staying alive

That is the exact same thing....the only way it couldn't be is if you mean to surrender immediately.

Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 15 Dec 2007 01:21:21 GMT

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Quote:one word: desolator

What about the desolator? It was the ultimate short-ranged infantry killer. Against tanks though, the thing's useless. Even a large group of desolators can barely hurt an Allied vehicle.

Quote:Irrelevant question, since none of those have interactive elements.

They're all elements of entertainment though, because people like stories and stories are entertaining. What's better - a good game with no story, or a good game with a good story? I do agree that gameplay is more important, but story is not something you can just brush off. As I said earlier, even review sites like Gametrailers put storylines to the test, so it therefore has to be something important if even game reviewers are watching for good stories and bad stories.

Quote:

yes, but I'll take a better game with a crap storyline (Generals) over a crap game with a good storyline (tib sun) or, dare I say it, a crap game with a crap storyline (ra2)

Ok, so we're getting somewhere. You don't like RA2 because you think the gameplay is crap, while I like RA2 because I think the gameplay was fast, fluid, and fun.

Quote:

Sidebar's utterly important... cutscenes and movie briefings are a nice bonus, but they won't be the reason people still play a game five years after its release.

Yes, but the cutscenes/movie briefings/sidebar is what made Westwood's games unique... if I wanted to play a Generals-styled game, I'd just go for Starcraft and Warcraft, which were both arguably the same style of RTS. And frankly a lot of people liked those games over Generals.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Ryu](#) on Sat, 15 Dec 2007 01:44:28 GMT

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Spoony wrote on Fri, 14 December 2007 22:22(NE)Fobby[GEN wrote on Fri, 14 December 2007 15:16]Ra2 isn't balanced? It's likely to be one of the most balanced games out there, because winning doesn't sway towards the direction of Allies or Soviets. They are both good teams with good countermeasures.

one word: desolator

One unit: Sniper.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Herr Surth](#) on Sat, 15 Dec 2007 09:29:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

7 Words: Old CnCs sucked in terms of gameplay

Subject: Re: C&C Tiberium - FPS Game
Posted by [Spoony](#) on Sat, 15 Dec 2007 09:41:50 GMT
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Fobby wrote on Fri, 14 December 2007 19:21Quote:one word: desolator

What about the desolator? It was the ultimate short-ranged infantry killer. Against tanks though, the thing's useless. Even a large group of desolators can barely hurt an Allied vehicle. rofl.. what game are you playing? Desolators are one of the most overpowered units ever seen in an RTS.

Ryu wroteQuote:one word: desolatorOne unit: Sniper.
If you don't know what you're talking about then just don't

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ryu](#) on Sat, 15 Dec 2007 15:16:34 GMT
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Spoony wrote on Sat, 15 December 2007 09:41Fobby wrote on Fri, 14 December 2007 19:21Quote:one word: desolator

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If you don't know what you're talking about then just don't

Sniper rifle.. ? you're saying that it's short ranged? heh.

I thought simple logic would follow with such a weapon.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Spoony](#) on Sat, 15 Dec 2007 16:12:13 GMT
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Ryu wrote on Sat, 15 December 2007 09:16Sniper rifle.. ? you're saying that it's short ranged?

heh.

I thought simple logic would follow with such a weapon.
load up RA2, find a top player, let him be Iraq, you take Great Britain, then come back and tell me how well your snipers did.

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 15 Dec 2007 19:35:04 GMT
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Quote:rofl.. what game are you playing? Desolators are one of the most overpowered units ever seen in an RTS.

Did you even read my post? Even 10 desolators can't kill a group of the low-armoured Allied Grizzly tanks. They were definitely good against infantry, but they barely did any damage to vehicles and absolutely no damage to buildings. If you wanted to buy a unit that can't kill vehicles, ships, aerial fighters, or buildings, they'd have to be able to do mad damage against infantry. That's balance.

And yes, British Snipers had a really good range; much longer than that of the desolator, so a sniper always made quick work out of a desolator (unless it was at a really close range). To say the sniper didn't have a good range would make me think if you've ever played the game.

Unlike Colonel Burton here, who can make quick work out of buildings & infantry and does a decent damage against even highly armoured vehicles.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Herr Surth](#) on Sat, 15 Dec 2007 19:37:30 GMT
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yeah, colonel burton certainly is the most important asset of USA, LOL.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Goztow](#) on Sat, 15 Dec 2007 19:46:46 GMT
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[NEFobby[GEN] wrote on Sat, 15 December 2007 20:35]Quote:rofl.. what game are you playing?
Desolators are one of the most overpowered units ever seen in an RTS.

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Unlike Colonel Burtan here, who can make quick work out of buildings & infantry and does a decent damage against even highly armoured vehicles.

I hink u played with a different version of YR then I did cause in my YR, the deolator killed prism and mirage tanks like there was no tomorrow. And I think the grizzly took a lot of damage against it as well...

Subject: Re: C&C Tiberium - FPS Game
Posted by [Spoony](#) on Sat, 15 Dec 2007 19:51:48 GMT
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Fobby wrote on Sat, 15 December 2007 13:35Quote:rofl.. what game are you playing? Desolators are one of the most overpowered units ever seen in an RTS.

Did you even read my post? Even 10 desolators can't kill a group of the low-armoured Allied Grizzly tanks. They were definitely good against infantry, but they barely did any damage to vehicles and absolutely no damage to buildings. If you wanted to buy a unit that can't kill vehicles, ships, aerial fighters, or buildings, they'd have to be able to do mad damage against infantry. That's balance.

And yes, British Snipers had a really good range; much longer than that of the desolator, so a sniper always made quick work out of a desolator (unless it was at a really close range). To say the sniper didn't have a good range would make me think if you've ever played the game.

I'll just say what I said to Ryu:

Spoony wroteload up RA2, find a top player, let him be Iraq, you take Great Britain, then come back and tell me how well your snipers did.

^^

Fobby wrote on Sat, 15 December 2007 13:35Unlike Colonel Burtan here, who can make quick work out of buildings & infantry and does a decent damage against even highly armoured vehicles.

Colonel Burton was nowhere near as unbalanced as the desolator. The fact he can mow down infantry and is OK against tanks doesn't make him overpowered... he's high tier, limited to one unit, and vulnerable to stuff like gats, quads, MiGs... desolators on the other hand, are stupidly overpowered and if you don't realise that, you've never played against a good Soviet opponent.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Lone0001](#) on Sat, 15 Dec 2007 21:00:51 GMT

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Goztow wrote on Sat, 15 December 2007 13:46[NEFobby[GEN] wrote on Sat, 15 December 2007 20:35]Quote:rofl.. what game are you playing? Desolators are one of the most overpowered units ever seen in an RTS.

Did you even read my post? Even 10 desolators can't kill a group of the low-armoured Allied Grizzly tanks. They were definitely good against infantry, but they barely did any damage to vehicles and absolutely no damage to buildings. If you wanted to buy a unit that can't kill vehicles, ships, aerial fighters, or buildings, they'd have to be able to do mad damage against infantry. That's balance.

And yes, British Snipers had a really good range; much longer than that of the desolator, so a sniper always made quick work out of a desolator (unless it was at a really close range). To say the sniper didn't have a good range would make me think if you've ever played the game.

Unlike Colonel Burtan here, who can make quick work out of buildings & infantry and does a decent damage against even highly armoured vehicles.

I think u played with a different version of YR than I did cause in my YR, the desolator killed prism and mirage tanks like there was no tomorrow. And I think the grizzly took a lot of damage against it as well...

Of course the prism tanks and mirage tanks would take damage they don't have much armor and the grizzly tanks did not take much damage from them as far as I can remember.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Ryu](#) on Sun, 16 Dec 2007 04:02:03 GMT

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Spoony wrote on Sat, 15 December 2007 16:12Ryu wrote on Sat, 15 December 2007 09:16Sniper rifle.. ? you're saying that it's short ranged? heh.

I thought simple logic would follow with such a weapon.
load up RA2, find a top player, let him be Iraq, you take Great Britain, then come back and tell me how well your snipers did.

Yeah, no.

We're talking about an "Unbalanced" unit, the desolator.

The Sniper is a unit that can kick it's ass.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Spoony](#) on Sun, 16 Dec 2007 08:21:57 GMT
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Ryu wrote on Sat, 15 December 2007 23:02We're talking about an "Unbalanced" unit, the desolator.

The Sniper is a unit that can kick it's ass.

Spoony wroteload up RA2, find a top player, let him be Iraq, you take Great Britain, then come back and tell me how well your snipers did.

Spoony wroteload up RA2, find a top player, let him be Iraq, you take Great Britain, then come back and tell me how well your snipers did.

Spoony wroteload up RA2, find a top player, let him be Iraq, you take Great Britain, then come back and tell me how well your snipers did.

If you actually did the above and tried using snipers against a real, skilled opponent you'd realise how utterly, utterly wrong you are.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ryu](#) on Sun, 16 Dec 2007 11:29:12 GMT
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Spoony wrote on Sun, 16 December 2007 08:21Ryu wrote on Sat, 15 December 2007 23:02We're talking about an "Unbalanced" unit, the desolator.

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If you actually did the above and tried using snipers against a real, skilled opponent you'd realise how utterly, utterly wrong you are.

I just realized something, a jet pack troop could kill the desolator, too.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Spoony](#) on Sun, 16 Dec 2007 11:44:23 GMT
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I just realised something too: you've never played against anyone who knew what they were doing.

actually, that's an exaggeration; I realised that when you said snipers will protect you from desolators

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Sun, 16 Dec 2007 15:30:10 GMT
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I think I will agree 50% with Spoony here. I have played many games in which the Desolators simply are a pain in the ass.

What happens is that a good opponent makes these units and puts them in tight places and around his base. 2-4 Desolators SPREAD OUT slightly and deployed (with radiation) is a MAJOR pain in the ass.

Your tanks and other vehicles stand no chance. Tanks can't run over the Desolators and when a tank enters the green radiation zone around a Desolator, it immediately starts to lose health. And by the time it starts shooting at the Desolator, you know what happens to the tank.

But Ryu is right in a way too. While a newly created sniper is pretty much useless, an ELITE sniper can take out the Desolators. But the thing is, in a multiplayer game, it will take kinda long if not impossible to manage a team of snipers or just one sniper till he gets promoted to Elite. You have to deal with other challenges.

I found this frustrating in RA2 when playing as the Soviets. against an Iraq opponent, it was pretty much tough. As Allies I had no problem because I always make a standard group of Rocketeers to take out these Desolators and soften up incoming rushes.

In YR, the Soviets got balanced in this regard with the addition of the Siege Chopper. So many people underestimate the lethality of these helicopters. They are a bit costly but 2 groups of them can help you out a lot.

EDIT:

As for Yuri, I am not sure why people keep bitching about it. Yuri was a weak faggot and I had little if no problems in dealing with a Yuri opponent.

Subject: Re: C&C Tiberium - FPS Game
Posted by [PlastoJoe](#) on Sun, 16 Dec 2007 15:59:58 GMT
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One reason people complain about Yuri is Gattling Cannons/Tanks + Psychic Radar. Almost all air units are worthless against him (especially Allied) and Spies won't work. If you do manage to sabotage his power, he can still bunker Gattling Tanks and have defenses. Even a Brutal AI opponent's base can be hard to penetrate.

Subject: Re: C&C Tiberium - FPS Game
Posted by [IronWarrior](#) on Sun, 16 Dec 2007 16:09:47 GMT
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The overall C&C community (Renegade included of course) is extremely passionate and tough to please, i've been your Community Manager for nearly 3 years now, believe me, I know as well as anyone what makes you guys tick, and what makes you guys happy. Yes, this will be my first time truly engaging with the Renegade community which in my opinion is the most remarkable gaming community period, simply for surviving all these years on nearly modding alone.

Naturally, we have an uphill battle once again. The proof will come in time, in naturally the same way it did for C&C 3.

More to come soon. Have faith, I think we've learned our lessons over the years. Not sure why we have to keep proving over and over again without a little trust, but I know what lies ahead and I am very excited at what is to come for you guys.

Thanks,
APOC

Subject: Re: C&C Tiberium - FPS Game
Posted by [cmatt42](#) on Sun, 16 Dec 2007 18:35:42 GMT
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Honestly Apoc, I hope you once again prove me wrong.

Subject: Re: C&C Tiberium - FPS Game
Posted by [IronWarrior](#) on Sun, 16 Dec 2007 18:39:01 GMT
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EA Apoc wrote on Sun, 16 December 2007 12:32I can't say I am surprised at the "tenuous" response here by many, its exactly the same response we received when we announced Command & Conquer 3, and I think in the end we proved a lot of people wrong and put a lot of happy C&C smiles on your faces (save for a few tiberium trees and a couple canon issues here and there)...

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Thanks,
APOC

Let me be the first to welcome you to our forums Apoc, I'd hope you be posting here more often and take a bigger part in our community here.

Renegade is still very strong and as you are our Community Manager, it be fitting if you could take a bigger part in our world and many have time to answer some of our questions that concern us.

We promise to be gentle.

Subject: Re: C&C Tiberium - FPS Game
Posted by [OWA](#) on Sun, 16 Dec 2007 19:07:50 GMT
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IronWarrior wrote on Sun, 16 December 2007 18:39EA Apoc wrote on Sun, 16 December 2007 12:32I can't say I am surprised at the "tenuous" response here by many, its exactly the same response we received when we announced Command & Conquer 3, and I think in the end we proved a lot of people wrong and put a lot of happy C&C smiles on your faces (save for a few tiberium trees and a couple canon issues here and there)...

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We promise to be gentle.

I think IronWarrior just about summed it up. If you have any questions for us we'll be happy to answer them

Welcome to the community

Subject: Re: C&C Tiberium - FPS Game
Posted by [TeamWolf](#) on Sun, 16 Dec 2007 19:10:08 GMT
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Well tbh, C&C3 sucked after patch 5 lol, and from i hear/see of what the new FPS is ment to be like, i can't say i'm looking forward to it... because the only way i can see a C&C FPS is on an engine like ren's. If you just remake the ren engine but better (like new fgx and the rest) then it would be a great FPS, and don't focus too heavily on scrin... its not that interesting to see more aliens.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Nightma12](#) on Sun, 16 Dec 2007 19:34:30 GMT
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Hey Apoc,

Well, the thing that really keeps us to ren is the gameplay. Renegade is so unique, and that is sort of what we were all expecting when we all heard "C&C FPS". - Gameplay similer to Ren, with updated graphics etc. So as you can imageine people are annoyed I understand that EA considered Ren to be a flop, but most fans will argue that the reason it was buggy was because WestWood was forced to rush the game by EA. Of course i dont know the internal details, or what contracts westwood signed with EA but thats pretty much what people think. I mean.. they had to add flying units in a patch?! Why wasnt that in the main game.... Even today the game is full of bugs, and although the multiplayer has its gameplay there... it really does feel rushed :/

To be honist though, 2 player max online for this new FPS?? That sounds ugh, I will be looking forward to the demo of this game however - I cant quite imagine how "squads" are gonna quite work in an FPS environment without looking silly, or having dumb bots that follow you around everywhere. But we will see - Please prove us all wrong apoc

EDIT: speaking of which... can we have a patch for ren to stop the latest ren cheat that we all love and hate?

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 16 Dec 2007 20:17:24 GMT

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Thanks,
APOC

Yes and your work is not something that'll go unrewarded, the community likes receiving attention from EA, and we are glad that you're willing to hear us out at times.

I think what the people here simply want is something fast, fluid, and fun; sort of like an arcade-styled game like what Renegade was. Even if you look at some of the more popular mods (Red Alert: APB, RA2: Apoc Rising, C&C Reborn, Renegade 2007) we're all shooting for the same type of quick C&C gameplay.

It is apparent that the community's skeptical about what to expect here, considering a lot of us have been playing C&C Renegade for years now. We as a community are just looking for a new Renegade-type game to move onto next.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Herr Surth](#) on Sun, 16 Dec 2007 20:56:51 GMT
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(T!T)Wolf wrote on Sun, 16 December 2007 12:10 Well tbh, C&C3 sucked after patch 5 lol, and from i hear/see of what the new FPS is ment to be like, i can't say i'm looking forward to it... because the only way i can see a C&C FPS is on an engine like ren's. If you just remake the ren engine but better (like new fgx and the rest) then it would be a great FPS, and don't focus too heavily on scrin... its not that interesting to see more aliens. Actually the Game got better with each Patch. You are just to dumb to play without SCORPRUSHEKEKEKEK!...

Apoc: We need a new Renegade. since Renegade came out, there was no FPS/RTS Hybrid, while there were a LOT of Tactical FPSs. I can play a Tactical FPS with a pretty modern graphic anytime, prolly even a few from 2007. But i CANT play a Game like Renegade, except for Renegade itself, which is pretty old and buggy.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Ryu](#) on Sun, 16 Dec 2007 21:12:19 GMT

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Spoony wrote on Sun, 16 December 2007 11:44I just realised something too: you've never played against anyone who knew what they were doing.

actually, that's an exaggeration; I realised that when you said snipers will protect you from desolators

You fail to realise that I'm talking in the manner of the desolators strong and weak points.

Not "Who in command the unit", In general, It's HP, It's damage zone, and what not.

A SNIPER RIFLE (Had to capitalize that, Just for you honey.) is a long ranged weapon, Not that I've ever used one against a desolator, but simple logic would follow, Sniper would stay alive and desolator gets sniped.

On a serious note, while playing a 2v2 with some buds, a guy had a desolator by my ore field.

1 tank killed it, while he deployed his radioactive charge-thingy-ma-jig, Might have been 2 tanks, can't remember exactly.

Then we have jet pack troopers.. a air unit, should I explain this unit to you?

if your playing against some guy who seriously loves RA2, And not just loves it, I mean LOVES RA2, Like, He believes Yuri is a real person and started a satanic cult for RA2 kind of guy, Maybe you'd have a tough time.

But to your simple RA2 player - someone who plays 1-2 times a week, Different story, and different strategies.

besides, The best of the best build a WF first, build 1 tank and fuck you up before you even start building your WF, and that is from personal experience.

Subject: Re: C&C Tiberium - FPS Game

Posted by [TeamWolf](#) on Sun, 16 Dec 2007 21:46:46 GMT

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Su lol, i never use scopion tanks and i have patched all the way since it came out, things just got

unbalanced for nod and just became stupid.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Muad Dib15](#) on Sun, 16 Dec 2007 22:01:53 GMT

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EA Apoc wrote on Sun, 16 December 2007 12:32I can't say I am surprised at the "tenuous" response here by many, its exactly the same response we received when we announced Command & Conquer 3, and I think in the end we proved a lot of people wrong and put a lot of happy C&C smiles on your faces (save for a few tiberium trees and a couple canon issues here and there)...

The overall C&C community (Renegade included of course) is extremely passionate and tough to please, i've been your Community Manager for nearly 3 years now, believe me, I know as well as anyone what makes you guys tick, and what makes you guys happy. Yes, this will be my first time truly engaging with the Renegade community which in my opinion is the most remarkable gaming community period, simply for surviving all these years on nearly modding alone.

Naturally, we have an uphill battle once again. The proof will come in time, in naturally the same way it did for C&C 3.

More to come soon. Have faith, I think we've learned our lessons over the years. Not sure why we have to keep proving over and over again without a little trust, but I know what lies ahead and I am very excited at what is to come for you guys.

Thanks,
APOC

I dare you to join The Reborn Zone. See how well you are recieved by a guy called White Wolf. That I have to see.

Subject: Re: C&C Tiberium - FPS Game

Posted by [u6795](#) on Sun, 16 Dec 2007 22:05:36 GMT

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Muad Dib15 wrote on Sun, 16 December 2007 17:01

I dare you to join The Reborn Zone. See how well you are recieved by a guy called White Wolf. That I have to see.

Since I know what you're talking about, I lol'd.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Havoc 89](#) on Sun, 16 Dec 2007 22:06:25 GMT

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The main problem with this new FPS from the information we have at the moment, is that it is heading in the exact opposite direction of that taken in Renegade. Renegade was unique because it was the first FPS game to turn an RTS game into an FPS. I believe it was also the first game to introduce vehicles into first person shooters. I will admit, there were tons of bugs and issues with this game. But what made it so goddamn fun was its multiplayer. Having massive battles between GDI and Nod at ground level where the only way to win was teamplay. It was fun because of its non-realistic approach. It was fun because you could be a minigunner go out in the field, and not get killed with 1 bullet and have to start all over. Even the weakest units in the game could deal a lot of damage. This arcadish gameplay is what made it so much fun.

This new FPS however seems to have little to no multiplayer. Even if the singleplayer is out of this world. You will play it onces and than thats it.

Personally and i believe a lot of people from not just the ren community but from the entire C&C community will agree that its much more fun to play something like Renegade than something like Rainbow Six. It just doesnt work for a C&C game.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Muad Dib15](#) on Sun, 16 Dec 2007 22:10:55 GMT
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Single player is fun to hax. 40 mile an hour sprint for 20 min ftw. I just increased his running speed to get through the level faster.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Mon, 17 Dec 2007 00:14:16 GMT
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cmatt speaks for me:

cmatt42 wrote on Sun, 16 December 2007 12:35Honestly Apoc, I hope you once again prove me wrong.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Spoony](#) on Mon, 17 Dec 2007 00:24:05 GMT
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Ryu wrote on Sun, 16 December 2007 15:12You fail to realise that I'm talking in the manner of the desolators strong and weak points.

Not "Who in command the unit", In general, It's HP, It's damage zone, and what not.

A SNIPER RIFLE (Had to capitalize that, Just for you honey.) is a long ranged weapon, Not that

I've ever used one against a desolator, but simple logic would follow, Sniper would stay alive and desolator gets sniped.

On a serious note, while playing a 2v2 with some buds, a guy had a desolator by my ore field.

1 tank killed it, while he deployed his radioactive charge-thingy-ma-jig, Might have been 2 tanks, can't remember exactly.

Then we have jet pack troopers.. a air unit, should I explain this unit to you?

It's so funny watching you try to be condescending when the truth is if you'd ever played a 1v1 against a skilled opponent you'd know how absolutely dead wrong you are. It's like watching some guy who thinks he's an awesome sniper due to his vast experience playing the campaign... play his first multiplayer game.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Starbuzz](#) on Mon, 17 Dec 2007 00:35:12 GMT

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My heart is broken after reading the article from the Gameinformer scans that Goztow sent a link to.

Subject: Re: C&C Tiberium - FPS Game

Posted by [R315r4z0r](#) on Mon, 17 Dec 2007 00:36:01 GMT

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Muad Dib15 wrote on Sun, 16 December 2007 17:01I dare you to join The Reborn Zone. See how well you are recieved by a guy called White Wolf. That I have to see. OMG! That would be hilarious!

Subject: Re: C&C Tiberium - FPS Game

Posted by [EA Apoc](#) on Mon, 17 Dec 2007 01:00:18 GMT

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Look guys, I'm going to be as honest and upfront as I can and show you the same respect and attitude and transparency which I show the RTS end of our glorious community.

Right now, I cannot speak abot the game due to embargos and the fact that we...just announced. The details in GI are the only details I can tell you to go check out and I task all of you to read them yourself and not rely solely on someone else.

Do not develop your opinion based on something someone else said unless that someone is quoting a fact.

Case in point - we have barely said anything about multiplayer and until you hear the full official

details from us, don't take any assumption from the Game Informer article that has not been fully explained.

It is far too early to make bold assumptions and judgements, I know the fire burning inside of you right now is purely out of passion and desire for exactly what you guys want to see, thats only natural.

In an age of COD 4, Halo 3, Bioshock, and Gears of War, we understand the standards and precedents set, please don't perceive us as ignorant or misunderstood or incapable. This is an extremely different team than the 2002 Renegade team, and a very different culture of a studio at EALA, all due respect to that 2002 team of course.

I did not work at EA in 2002, I don't know the details about Renegade, and to be honest, it doesn't affect or bother me. That is the past and it doesn't reflect the present or future of what is to come. It is unfortunate more time wasn't spent on the original Renegade, but it could be any of a million reasons that are heresay today.

It's not my place yet to disclose more details about the game or our thoughts on Renegade, but I promise you this will all come in due short time, as soon as next month.

We have the utmost respect for the legacy of C&C games in the past 10 years, Renegade included. Renegade definitely set a quiet benchmark and foundation for future FPS games which really took off with Battlefield, pretty much everyone agrees Renegade laid the foundation for the fundamentals of that game.

Now, with Tiberium, we are 6 years later, and many game evolutions and standards past. I think as more information and details roll out about the game, and your trusted community leaders come to our studio in the future where we will listen and also demonstrate (as we did for C&C 3)...that your opinions will better shape themselves, and I think it will steer positive.

I'd love to take all your questions right now, and feel free to get them going, but...I cannot answer any of them just yet due to the embargos and the fact that we never roll out all of our information at once, nobody does =)

So sit tight, soak in the Game Informer article, and stay tuned for more next month.

I appreciate all the comments, good and bad, I just ask that you keep the usual assumptions to a minimum...until you know more =) Our C&C and Tiberium development teams work hard to please this community and listen to it as well, we've been proving that for quite a while right now I feel.

Cheers,
APOC

Subject: Re: C&C Tiberium - FPS Game

Posted by [Canadacdn](#) on Mon, 17 Dec 2007 01:12:31 GMT

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I'm afraid that EA is going to try and make this game into Halo, or Rainbow 6 or Battlefield. They should stick with the formula that made Renegade awesome, or try to implement WW's old ideas for Renegade that were cut.

Subject: Re: C&C Tiberium - FPS Game

Posted by [arnyswart](#) on Mon, 17 Dec 2007 01:20:56 GMT

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Thank you for your honesty APOC. I will look forward to the release of the game, if you require beta testers there is a community of happy people here who would love to give it a shot and help you get the balance right.

Subject: Re: C&C Tiberium - FPS Game

Posted by [cypher909](#) on Mon, 17 Dec 2007 01:35:59 GMT

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Thanks APOC. I'm excited and look forward to more details.

Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 17 Dec 2007 01:48:30 GMT

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Yes Apoc, and I and probably most of the others here are willing to read what you have to say about this new C&C game.

Thing is, it's been 6 years since the Renegade demo had been released, and a lot of us (I included) have been playing C&C Renegade since then. And after 6 years, we're still here; because we see something in this game that other games don't have. I'm confident you'll be able to hear our ideas and try to implement them. If you remember the letter my team had sent you a few months ago, we had outlined the pros and cons of Renegade.

I think the main concern of the community is here, what Canadacdn had wrote:

Quote:

I'm afraid that EA is going to try and make this game into Halo, or Rainbow 6 or Battlefield. They should stick with the formula that made Renegade awesome, or try to implement WW's old ideas for Renegade that were cut.

Again, thanks for looking into this.

Subject: Re: C&C Tiberium - FPS Game
Posted by [u6795](#) on Mon, 17 Dec 2007 02:24:25 GMT
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Definitely agreeing with Canadacdn.

Renegade had incredible potential (and still does, mind you.)

Looking forward to the details on Tiberium. I'm die-hard C&C fanatic enough that anything remotely related to C&C makes my dick hard.

<3 Apoc.

Subject: Re: C&C Tiberium - FPS Game
Posted by [GEORGE ZIMMER](#) on Mon, 17 Dec 2007 02:56:44 GMT
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Hm, thanks for the voice of reason, Apoc. I've been kinda mad at the fact that it looks like another generic battlefield style FPS with the C&C title slapped onto it.

However, early looks of TS also were completely different. Infact, the preview from the original C&C would give you the hint it'd be an FPS, or something.

The sound of capturing things as a sort of secondary objective to get vehicles sounds pretty awesome to me actually. Goin into some structure, killing some baddies, clearing a way for a transport to drop your vehicle, and bam.

Hopefully, that won't be the same for multiplayer. Well, ALL multiplayer. I'm actually hoping for multiple multiplayer modes, like Renegade was intended to have (Capture the Mobius, anyone?).

Aslong as it has some aspects that will truely make it C&C, I'll be happy (Along with most of the C&C community- Can't please everyone, of course). Some of those things being: C&C Mode, making use of vehicles to combat enemy forces, special crates and powerups, optional secondary objectives that can help you in the long run, etc. Along with some awesome ambience that you just can't get in an RTS (I always did like exploring the Nod temple and the crashed UFO in Renegade and whatnot).

I may not be a representative of the C&C community, but hey, I can try.

Oh, and of course, one more thing: It should be just as moddable as any other C&C game. Everyone knows that C&C's also awesome because of the incredibly awesome abilities to modify it (On top of everything else that makes it, well... Command and Conquer).

I mean, look at the awesome mods that are still in development for C&C: Renegade. Reborn, A Path Beyond, Roleplay 2, etc. It really pushes Renegade to its limits, and even beyond that. Even if the graphics are outdated, we've all still stuck to it because it's just plain long lasting fun. I'm really hoping that the next C&C FPS has this same trait.

Subject: Re: C&C Tiberium - FPS Game
Posted by [renalpha](#) on Mon, 17 Dec 2007 09:49:17 GMT
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lol who want to bet for they forget to include AUTO MAP download

+

a proper anti cheat program

something like punkbuster

Subject: Re: C&C Tiberium - FPS Game
Posted by [Renardin6](#) on Mon, 17 Dec 2007 11:11:05 GMT
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EA Apoc wrote on Sun, 16 December 2007 19:00

I appreciate all the comments, good and bad, I just ask that you keep the usual assumptions to a minimum...until you know more =) Our C&C and Tiberium development teams work hard to please this community and listen to it as well, we've been proving that for quite a while right now I feel.

Cheers,
APOC

I agree. I will be there to give my input

Subject: Re: C&C Tiberium - FPS Game
Posted by [OWA](#) on Mon, 17 Dec 2007 12:20:09 GMT
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I'd have to agree with everyone here when they say "we don't want another battlefield clone set in C&C's universe." Again it's the arguement of the ingenuity that Renegade brought to the table and why we are all still playing it today.

Total conversion mods mentioned like RA: A Path Beyond, C&C Reborn and of course the project I lead, RA2: Apocalypse Rising all set quite a nice benchmark for the evolution of C&C mode gameplay. I really hope that EA can analyse what we have got or have planned and mix it into a new evolved C&C mode that works well. Because everyone knows that a C&C FPS isn't a true C&C FPS without the main game mode that made it so brilliant.

Something tells me that the single player mode that has been talked about is not the tip of the iceberg.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Herr Surth](#) on Mon, 17 Dec 2007 12:43:13 GMT
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Quote:Su lol, i never use scopion tanks and i have patched all the way since it came out, things just got unbalanced for nod and just became stupid.

[Updated on: Sun, 16 December 2007 15:59] You suck in TW.

Subject: Re: C&C Tiberium - FPS Game
Posted by [trooprm02](#) on Mon, 17 Dec 2007 14:56:34 GMT
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Wow....I would have never expected this. This is like a 180 degree turn for EA, and I give them credit. Apoc, thanks for the update and it appears to me that you understand our positions, which is helpful. I just have 3 basic questions/comments:

1)You stated that you did not have very many dealings with renegade itself, but weren't you 1 of the first people to get to play it? Weren't you a multiplayer beta tester?

2)We know that bf/graw/etc series has a larger fan base than this game did when it came out, so you can see why we basically know that it won't be anything like this game. Renegade, you either love it or hate it, while those other series are more in the middle, and appeal to a larger group of people. Which market offers more money to be bad? And as stated, EA is a company and needs to make money so

3)I'll be fine with a new engine, with new physics, new vechiles.inf, a (hopefully only slighty) altered gameplay, and little things like that, but this entire game is based on CCM/AOW, 1 team versus the other (hopefully nod vs gdi), attack each others base, and by the looks of it, "tiberium" is not a sequeal to renegade, but I think it had that, we would all atleast be satisfied.

Subject: Re: C&C Tiberium - FPS Game
Posted by [GEORGE ZIMMER](#) on Mon, 17 Dec 2007 15:30:15 GMT
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Haha, whoop, sorry about that, One Winged Angel. I was tired when writing that and forgot AR

(plzdontkillmekthx.)

Subject: Re: C&C Tiberium - FPS Game
Posted by [trooprm02](#) on Mon, 17 Dec 2007 15:40:16 GMT
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Here's the leaked CGI video:

<http://www.youtube.com/watch?v=Ko85Y117GV0>

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ryu](#) on Mon, 17 Dec 2007 15:49:22 GMT
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EA Apoc wrote on Mon, 17 December 2007 01:00
Words

Ok, But can you tell us this?

What game engine will EA be using for C&C Tiberium?

I know EA have their hands on the CryEngine..

So just the heads up so Hard core Renegade fans can upgrade their computers before the release, eh?

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Mon, 17 Dec 2007 16:14:11 GMT
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I am certain we can't survive on our older machines with this new game.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Herr Surth](#) on Mon, 17 Dec 2007 16:17:56 GMT
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Yeah, but you really cant expect from a game from 2008 to run 6 Year Old machines...

Subject: Re: C&C Tiberium - FPS Game
Posted by [Crimson](#) on Mon, 17 Dec 2007 18:43:17 GMT
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I agree that EA is going to have to work really really hard to impress us since the ones who are still here are mostly the ones who can look past the bugs and glitches to see Renegade's C&C Mode Multiplayer as a work of art. I can only hope that they follow a lot of the same steps they took with C&C3 and get a lot of in-person community feedback with what they're working on and give us a game that keeps the parts of Renegade that we love and add some new twists to make it interesting. I also hope they spend significantly more time and effort into balancing the game than they spent on C&C3.

The key difference? Westwood had a 3-month long multiplayer beta test with a few hundred participants and the devs themselves playing the game alongside us. They listened to our feedback and while they didn't get to all the bugs we reported, they did do a lot of fine tuning to the balance based on hours and hours of gameplay with real players. If I'm not mistaken, C&C3 was only tested with a tiny handful of the public for a few days. It shows. Bad balancing of Nod vs GDI in Renegade would have killed it years ago.

So, I hope sincerely that EA takes a page out of Westwood's book and devotes significantly more time and resources to balance testing this new game.

Subject: Re: C&C Tiberium - FPS Game

Posted by [m1a1_abrams](#) on Mon, 17 Dec 2007 18:56:53 GMT

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Thanks for getting involved in the Renegade community Apoc. Obviously this is the only existing C&C FPS community, but we do tend to feel like the bastard stepchild of C&C, so it's nice to be listened to. From what I'd read so far, I was expecting this new game to act as if Renegade never existed and just copy the Battlefield style, without all the elements that made Renegade unique (i.e. C&C mode with bases/harvesters etc). The fact that you're discussing things here suggests that EA isn't completely overlooking Renegade.

I have to echo everyone else's sentiments though, when they say that Renegade's unique gameplay is the reason why we're still playing it after so many years. It's the only real FPS/RTS hybrid, which is why we haven't all switched to newer games like the Battlefield series. They might have elements in common with Renegade, but they're closer to an ordinary FPS game. Basically we're waiting for another Renegade-type game, another FPS/RTS hybrid, but it hasn't happened yet. Perhaps that's because Renegade was perceived as a failure, but it would be wrong to label Renegade's unique game style as it's reason for failing. Renegade was mainly a singleplayer game, in the vein of every other FPS at the time, with a unique multiplayer mode thrown in as an afterthought. The multiplayer is not very polished, feels unfinished... yet it's so much fun (!) and unlike any other game, we're still playing it regardless. I feel that Renegade failed because the singleplayer was it's main selling point, which unlike the thrown together multiplayer element that turned out to be brilliant... the story mode was really lacking in innovation. Combined with the outdated graphics, it didn't really grab many people's interest, but anyone who delved deeper knows that it could have been a huge success with less development setbacks and more emphasis on the online multiplayer aspect.

We're just worried that we're going to get a straight FPS game, rather than a refined version of Renegade's multiplayer. It would be depressing if even a new C&C FPS couldn't give us the "new Renegade" that we've all been hoping for, because that's probably the best chance we have of getting it.

Subject: Re: C&C Tiberium - FPS Game

Posted by [OWA](#) on Mon, 17 Dec 2007 20:06:33 GMT

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Cabal8616 wrote on Mon, 17 December 2007 15:30Haha, whoop, sorry about that, One Winged Angel. I was tired when writing that and forgot AR

(plzdontkillmekthx.)

Huh? Oh, don't worry about it man

Subject: Re: C&C Tiberium - FPS Game

Posted by [R315r4z0r](#) on Mon, 17 Dec 2007 20:09:01 GMT

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Well, if it is anything like Crysis, than I personally should be good to go.

When I got the Crysis demo, the game said that my system wasn't good enough to run the game.

However after manually changing some settings, I can run it mid to high with about 20-25FPS.

My specs are as follows:

Core2duo 2.33GHz

2GB DDR2 RAM

nVidia GeForce 7800 GSOC

If anyone who hasn't played Crysis and wants to know if their computer is somewhat good enough to run Tiberium (that is as long as they don't stray too far off from Crysis' requirments) you can use my specs as a reference.

Remember I can run Crysis at about medium settings.

Subject: Re: C&C Tiberium - FPS Game

Posted by [trooprm02](#) on Mon, 17 Dec 2007 22:17:56 GMT

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My main issue is that in the Game Informer issue, it says, "Squad based gameplay", if it holds out true, I think were sadly in for a disappointment.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Renardin6](#) on Mon, 17 Dec 2007 23:09:36 GMT

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m1a1_abrams wrote on Mon, 17 December 2007 12:56but it would be wrong to label Renegade's unique game style as it's reason for failing. Renegade was mainly a singleplayer game, in the vein of every other FPS at the time, with a unique multiplayer mode thrown in as an afterthought. The multiplayer is not very polished, feels unfinished... yet it's so much fun (!) and unlike any other

game, we're still playing it regardless. I feel that Renegade failed because the singleplayer was it's main selling point, which unlike the thrown together multiplayer element that turned out to be brilliant... the story mode was really lacking in innovation. Combined with the outdated graphics, it didn't really grab many people's interest, but anyone who delved deeper knows that it could have been a huge success with less development setbacks and more emphasis on the online multiplayer aspect.

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My hero, quoted you for the truth. Wanna be a Reborn tester? If yes let me know.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Mon, 17 Dec 2007 23:55:36 GMT
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troopr02 wrote on Mon, 17 December 2007 17:17My main issue is that in the Game Informer issue, it says, "Squad based gameplay", if it holds out true, I think were sadly in for a disappointment.

Some of the core elements in this new game are already set in stone.

Also, this new FPS is going to be made for the XBOX and PS3. Think about the fierce competition this FPS will face from the likes of Halo and others. So, while the Renegade community hopes for the best, we are in fact representing just a small fraction of the FPS genre. We pale in size when it comes to the fan bases of Battlefield, Halo and all the other big FPS games out there.

But Apoc's final words in his last post are a little comforting...who knows? Maybe EA will take the time/money/resources to develop a enhanced C&C Mode for us (as an extra multiplayer mode in additon to the one already covered on the magazine). Even if we lose this fight with EA, we always have another gem, Renegade 2007. Not that it is second-class but only because this new FPS from EA is probably our only chance to get a new Renegade.

So far from the GameInformer article, this worries me because it talks about Multiplayer:

Subject: Re: C&C Tiberium - FPS Game
Posted by [Muad Dib15](#) on Tue, 18 Dec 2007 00:04:50 GMT
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OH NO!! No. just no. I have said this before, Battlefield and Renegade both have good

gameplays, just keep them apart.

Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 18 Dec 2007 00:35:07 GMT

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Quote:Even if we lose this fight with EA, we always have another gem, Renegade 2007. Not that it is second-class but only because this new FPS from EA is probably our only chance to get a new Renegade.

Thanks for the warm words, and yeah we at the project are looking at it the same way.

Subject: Re: C&C Tiberium - FPS Game

Posted by [R315r4z0r](#) on Tue, 18 Dec 2007 00:38:06 GMT

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Renegade 2007

They're not God

...but they're a close second!

Subject: Re: C&C Tiberium - FPS Game

Posted by [Titan1x77](#) on Tue, 18 Dec 2007 04:49:11 GMT

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Hi Apoc, we exchanged a couple of emails about a year ago, concerning Renegade. I ask you, could you please show that document to the current development team?

If there is still time to kick around ideas on advancing/modifying Renegades C&C mode to appeal to a console and PC crowd, Then I have quite a few of them. Ive set forth plans for Renegade 2007 which involves going from a "vanilla" version of renegade, to enhancing it with elements modern day gamers feel is the "standard" and going beyond that with some of my own ideas, Im not going to give everything away here, but if there is time, contact me.

Quote:"In an age of COD 4, Halo 3, Bioshock, and Gears of War, we understand the standards and precedents set, please don't perceive us as ignorant or misunderstood or incapable."

When you mention GoW and Halo etc. and say it's the "standard", I think building on something more unique (C&C mode) and thinking outside the box is much more appealing and has a better chance to compete with these present day hits. Mixing the current standards with a unique gamemode not seen in any other game since 2002 would be something you should consider. Gamers want something fresh and new, maybe all of us here have had a taste of this before, but this game was overlooked by many now older gamers and was missed by many of the younger now current generation of players and I'm positive you'll return a very,very large percentage of people who had or still play Renegade.

C&C mode can be improved and advanced, but you'll need to keep the core gameplay intact.

Overall I'm happy with the attempt by EALA to bring us another C&C FPS. Not everyone will be happy no matter what, but please consider giving C&C mode another chance, if not, release some kick ass mod tools with it, so we the community can prove how much of a hit C&C mode CAN be.

If you can, drop a *hint* on what engine this is being developed on.

> As for the magazine scan above... it's what we all sort of feared, at least I fear that type of gameplay, I know Renegade was a lot more fun then just moving from point A to B to capture "fissures". Im not saying that it will be the same ol' bland game style as those other "node" capturing games, but I'm starting to get a rough idea that it will be similar, I will continue to follow where C&C:Tiberium goes in the coming months, and hope to see some supprises.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Renardin6](#) on Tue, 18 Dec 2007 11:30:03 GMT
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I agree with titan. We can read it's all like battlefield.

Crysis as an example: I played the multiplayer, it's like battlefield. Power struggle mode is a nice concept, you can build your vehicles form a warfactory but still, it's too battlefield like.

By reading this article, currently I have more hope in Renegade 2007 gameplay than tiberium.

Change this! We want C&C MODE at its best!

Subject: Re: C&C Tiberium - FPS Game
Posted by [Goztow](#) on Tue, 18 Dec 2007 11:31:14 GMT
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C&C mode is a definate must have for a new C&C FPS. EA should call it All Out War (AOW), just to give something back to this community!

Subject: Re: C&C Tiberium - FPS Game
Posted by [Herr Surth](#) on Tue, 18 Dec 2007 12:20:01 GMT
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Or make both modes, BF Mode for the Brainless BF2 'tards (sorry!) and AOW for the people that want a more... clever, challenging and innovative concept?

Subject: Re: C&C Tiberium - FPS Game
Posted by [IronWarrior](#) on Tue, 18 Dec 2007 13:22:11 GMT
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Cool, I think our "Community Manager" has forsaken us again.

Subject: Re: C&C Tiberium - FPS Game
Posted by [JohnDoe](#) on Tue, 18 Dec 2007 14:19:48 GMT
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Apoc:

These douchebags here don't accurately represent the C&C FPS community. For starters, 50% don't even play Renegade and only care about their own shitty mods and will bash anything EA does in order to secure their projects, projects nobody else cares about. 45% join a public server maybe once a day, but spend most of their time watching gamechat in IRC while sitting on their pinkies and buying Renegade action figures off eBay. Probably less than 5% are competitive gamers, you know, the type that buys games, makes them popular and then buys the inevitable sequels/add-ons.

Bottom line is this: EA should make a balanced, polished game with an original multi-player mode (see Battlefield 2) and it will be a success.

Crysis disappointed sales-wise because people didn't care about the multi-player. People did care about the C&C mode when it first came out, they just didn't buy the game because the rest of it was a trainwreck.

I'm not suggesting you copy the C&C mode, I'm just saying that an original gameplay with C&C elements if done right will be more successful than another Battlefield clone.

Go EA!

Subject: Re: C&C Tiberium - FPS Game
Posted by [Herr Surth](#) on Tue, 18 Dec 2007 14:40:50 GMT
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hi SS!

Seriously, hes pretty right, make it balanced (you did a good job with TW 1.09!). Add anything you want to the AOW Mode (As Tiberium will play much later then Renegade, im sure you can add pretty much everything) Just keep the concept.

btw: Some kind of Mutator Option like UT would be neat. Like... PointfixMutator!

Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 18 Dec 2007 15:46:08 GMT

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JohnDoe wrote on Tue, 18 December 2007 09:19Apoc:

These douchebags here don't accurately represent the C&C FPS community. For starters, 50% don't even play Renegade and only care about their own shitty mods and will bash anything EA does in order to secure their projects, projects nobody else cares about. 45% join a public server maybe once a day, but spend most of their time watching gamechat in IRC while sitting on their pinkies and buying Renegade action figures off eBay. Probably less than 5% are competitive gamers, you know, the type that buys games, makes them popular and then buys the inevitable sequels/add-ons.

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Go EA!

This is the most inaccurate, irrational post I've seen on this thread.

-For starters, I play Renegade everyday with the others on my team, and I've always encouraged them to play the game to get a good idea of the gameplay we're aiming for.

-We do not bash EA, and in fact we used to be in dialogue with them and have always been open for more dialogue.

-People care about our mod projects, how would you explain the thousands of mod followers?

-I rarely use IRC.

Bottom line is, all we're saying is that we want a fast, fluid C&C mode in this new C&C FPS. If you agree with this point, then why do you criticize us?

Subject: Re: C&C Tiberium - FPS Game

Posted by [Herr Surth](#) on Tue, 18 Dec 2007 16:04:53 GMT

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[NEFobby[GEN] wrote on Tue, 18 December 2007 09:46]JohnDoe wrote on Tue, 18 December 2007 09:19Apoc:

These douchebags here don't accurately represent the C&C FPS community.

For starters, 50% don't even play Renegade and only care about their own shitty mods and will bash anything EA does in order to secure their projects, projects nobody else cares about. 45% join a public server maybe once a day, but spend most of their time watching gamechat in IRC while sitting on their pinkies and buying Renegade action figures off eBay. Probably less than 5% are competitive gamers, you know, the type that buys games, makes them popular and then buys the inevitable sequels/add-ons.

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-I rarely use IRC.

Bottom line is, all we're saying is that we want a fast, fluid C&C mode in this new C&C FPS. If you agree with this point, then why do you criticize us?

Oh well then you belong to the third group or whatever. However SS is absolutely right about most people in this community tbh.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Tue, 18 Dec 2007 18:05:50 GMT
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Subject: Re: C&C Tiberium - FPS Game
Posted by [Nightma12](#) on Tue, 18 Dec 2007 18:25:45 GMT
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This isnt the palce for flame wars, or what you think of other people on these forums.

Enough is enough, please keep this topic on track.

Thank you.

Subject: Re: C&C Tiberium - FPS Game

Posted by [GEORGE ZIMMER](#) on Tue, 18 Dec 2007 19:03:49 GMT

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I take a bit of offense to that post, Surth. Even if I don't play Renegade daily, I still love how original the gameplay is. You just can't find another C&C mode in any other game.

I agree with what someone said earlier- Having a multiplayer with one of the options being a conquest type mode would be pretty cool. However, that shouldn't be the main focus on multiplayer- C&C mode should be.

I'd especially love it if there were 3 teams put into it, because even the original C&C Renegade doesn't have this (Although, if you look in the level edit files and such, it seems as if they DID plan on some sort of third, mutant side... But never got around to finishing it.).

I'd love to go around in scrin aircraft raining hell down upon GDI and Nod .

I'm pretty sure most people here would agree that a Conquest mode for a C&C FPS would be nice, but the main focus should be the original C&C mode from Renegade.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Crimson](#) on Tue, 18 Dec 2007 19:20:02 GMT

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EA REVEALS TIBERIUM AND LAUNCHES PLAYERS INTO AN EPIC BATTLE FOR POWER

LOS ANGELES, Calif., December 18, 2007 – Tiberium is a mysterious extraterrestrial crystal that shatters the energy output of traditional fossil fuels. It has the power to save our civilization. It also has the power to destroy it. Over two-and-a-half years in development, Electronic Arts Inc. (NASDAQ: ERTS) today revealed Tiberium™, a new intellectual property that brings a rich, original fiction to life through intense tactical action and visceral first-person shooting. Set in a stunning sci-fi world with spectacular visual effects and dramatic environments, Tiberium takes players on an adventure through an environmentally-devastated world and places them in the heart of an epic battle for control this powerful energy source.

For eleven years, an alien tower has stood dormant, looming like an unholy mountain over a wasteland once known as the Mediterranean Sea. The tower was thought to be a relic of the Third Tiberium War; a devastating war fought for control over Tiberium crystal. It is not a relic. It is not dormant. Deep within the tower, plans are in motion for an alien invasion. This is where the

Tiberium adventure begins. Players step into the shoes of Forward Battle Commander Ricardo Vega and will assemble an assortment of elite squads to combat the global crisis. Armed with an intense arsenal of weapons including a transforming personal weapon system, multi-launch homing missiles, capital ship bombardments and tactical ion cannon strikes, Vega will lead the fight from the front lines.

Featuring a unique blend of first-person shooting and tactical squad combat, every moment in Tiberium is intense, every mission leaves players breathless. To take the first-person shooter experience deeper into strategic combat, players will control multiple infantry, armor, and air squads as the fight escalates. In Tiberium, Vega is the most powerful presence on the battlefield, and the squads are his most decisive weapon. Players can take multi-squad control combat into single-player or bring the action into online multiplayer battles.

"Tiberium is our 'One Ring', our 'Force'. It is the connective tissue that defines this universe and tears it apart," said Chris Plummer, Executive Producer at EA Los Angeles. "After two years of pre-production, it is exciting to finally reveal this game and its rich fiction to the world. We've put a lot of effort into evolving the tactical shooter experience by taking core gameplay compulsions like commanding, choice and dominating your enemies and delivering them in first-person. Some of the weapons and mechanics are truly innovative for a first-person game. We're very proud to be part of a project that has the potential to really make a mark on the cannon of sci-fi fantasy fiction."

Mike Verdu, VP and General Manager at EA Los Angeles added, "EALA has a long history of developing groundbreaking real-time strategy games with the Command & Conquer series. That series also originally introduced the Tiberium universe to gamers worldwide. Now, we are growing Tiberium from a simple backdrop to a fully realized universe with its own unique, hybrid squad-based shooter gameplay. This is the birth of a new franchise -- we couldn't be more excited."

Developed at EA Los Angeles, Tiberium will be available worldwide in Fall 2008 for the PLAYSTATION®3 computer entertainment system, Xbox 360™ video game and entertainment system, and PC. The game has not yet been rated by the ESRB. For more information on Tiberium, please visit: <http://www.Tiberium.com>.

See the attached high-res promotional image as well.

File Attachments

1) [TIBERIUMAnnounceImage.jpg](#), downloaded 1393 times



TRIBES™

Subject: Re: C&C Tiberium - FPS Game
Posted by [C4miner](#) on Tue, 18 Dec 2007 19:22:24 GMT
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As long as there is C&C mode for multiplayer games, I will buy this game. Creating replicas of some of the more popular Renegade maps would be cool, too.

I think this sentiment echoes for a lot of the active Renegade community.

Sales.

Subject: Re: C&C Tiberium - FPS Game
Posted by [GEORGE ZIMMER](#) on Tue, 18 Dec 2007 19:26:04 GMT
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HOLY SWEET MOTHER OF GOD, that looks awesome.

Thanks for that Crimson, the singleplayer sounds like it'll be pretty awesome. I'm just hoping that the multiplayer will be just as awesome.

Subject: Re: C&C Tiberium - FPS Game
Posted by [BoMbZu](#) on Tue, 18 Dec 2007 19:26:56 GMT
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What if you combine this with renegades multiplayer. Like a quite large map with 2 bases in it. But instead of renegade time limit/score you have this ticket system.

And base destruction = win.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Crimson](#) on Tue, 18 Dec 2007 19:34:24 GMT
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If EA can do C&C Mode for multiplayer, even if it's just a variation, it would be absolutely awesome. If it's just BF style then I probably won't be playing much. I somehow doubt they will want to go back to the "arcade"-style reality that we like in Renegade, though. I guess we'll see... and I hope they listen to us.

Subject: Re: C&C Tiberium - FPS Game
Posted by [GEORGE ZIMMER](#) on Tue, 18 Dec 2007 19:35:37 GMT
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I think they'll listen to fans this time around, lest their forums be bombarded with billions of fanboys/fangirls again.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Tue, 18 Dec 2007 19:39:06 GMT
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Cabal8616 wrote on Tue, 18 December 2007 13:35 I think they'll listen to fans this time around, lest their forums be bombarded with billions of fanboys/fangirls again.

They have been working on this for 2 years. The rumors only came out this year. Most of this game has been set in stone and no, I don't think they are going back to C&C Mode.

Subject: Re: C&C Tiberium - FPS Game
Posted by [GEORGE ZIMMER](#) on Tue, 18 Dec 2007 19:43:12 GMT
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Well, knowing EA, they'll do multiplayer last. So I think that's what they're working on before they release it- I assume because they may want some input on what we'd mostly want, hence Apoc posting here and such.

I'm not a psychic of course, just an assumption.

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Tue, 18 Dec 2007 20:12:32 GMT
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WNxBoMbZU wrote on Tue, 18 December 2007 14:26 What if you combine this with renegades multiplayer. Like a quite large map with 2 bases in it. But instead of renegade time limit/score you have this ticket system.

And base destruction = win.

Actually.. I really like this idea.

This way there is even more at stake than just losing your base. You have to deal with actually staying alive yourself AND defending your base!

And you know what, if it is anything like Battlefield, it would be cool if you could capture enemy

structures the same way you capture outposts in Battlefield. (With the option to disable capture of course) (Also, it would be better to only have a specific character that can do this.. other wise there would be no point in destroying the enemy base if you can just cap it..)

But that would be C&C mode with the big plus we all want with it!

EDIT

yay! I got my issue of GameInformer today!

Subject: Re: C&C Tiberium - FPS Game

Posted by [cmatt42](#) on Tue, 18 Dec 2007 21:13:23 GMT

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JohnDoe wrote on Tue, 18 December 2007 08:19: Mostly garbage

What makes you think you're any more representative than the majority of the actual community? I doubt you play at all, let alone understand what's going on here.

Goztow wrote on Tue, 18 December 2007 05:31: C&C mode is a definite must have for a new C&C FPS. EA should call it All Out War (AOW), just to give something back to this community! I don't even know why we still use that misnomer.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Herr Surth](#) on Tue, 18 Dec 2007 21:15:45 GMT

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I doubt you know who JohnDoe is.

Subject: Re: C&C Tiberium - FPS Game

Posted by [cmatt42](#) on Tue, 18 Dec 2007 21:20:25 GMT

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Surth wrote on Tue, 18 December 2007 15:15: I doubt you know who JohnDoe is.

I fail to see how this relates to anything, and if it's any consolation, I know that he's starved for any sort of attention and uses that to fuel his crippled ego.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Herr Surth](#) on Tue, 18 Dec 2007 21:22:07 GMT

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how that relates to anything? you said:

Quote: I doubt you play at all, let alone understand what's going on here. Yet you don't even know

who he is.

Subject: Re: C&C Tiberium - FPS Game

Posted by [cmatt42](#) on Tue, 18 Dec 2007 21:23:44 GMT

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Surth wrote on Tue, 18 December 2007 15:22how that relates to anything? you said:

Quote:I doubt you play at all, let alone understand what's going on here. Yet you dont even know who he is.

No, I meant how it relates to the topic, which you're now bringing me off of with you.

Subject: Re: C&C Tiberium - FPS Game

Posted by [GEORGE ZIMMER](#) on Tue, 18 Dec 2007 21:25:32 GMT

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Instead of making vague bullshit posts trying to be smart, just say what needs to be said.

Personally though, it DOES look off topic. So how's about we get ON topic.

Anyone else hoping they keep the apocolyptic feel of the game? It sort of reminds me of TS, but less desert-y. More metallic and green-ish/blue-ish. Which is cool.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Starbuzz](#) on Tue, 18 Dec 2007 21:31:40 GMT

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Cabal8616 wrote on Tue, 18 December 2007 15:25

Anyone else hoping they keep the apocolyptic feel of the game? It sort of reminds me of TS, but less desert-y. More metallic and green-ish/blue-ish. Which is cool.

Hey what you mean? Clarify please...

IMO, Renegade did not have a apocalyptic feel. I enjoyed the city streets, outdoor terrain, interior of buildings in Renegade. I liked the green trees and the sound of the wind blowing.

This new FPS seems to be different. Well, it is expected due to the new setting and all. But what I fear is a bland environment (especially like Halo) where there is miles and miles of boring scenery and bland hastily made buildings.

Subject: Re: C&C Tiberium - FPS Game

Posted by [GEORGE ZIMMER](#) on Tue, 18 Dec 2007 21:33:47 GMT

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I more of meant the apocalyptic feel from TS and such. Although, that had more of a yellow and desert-like feel to it.

But I think the new looks of the metallic stuff and blue-ish/green-ish color will fit better with scrin invasions. It'll be pretty freaky yet awesome at the same time.

Subject: Re: C&C Tiberium - FPS Game

Posted by [jnz](#) on Tue, 18 Dec 2007 22:16:58 GMT

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I didn't like the look of that, i don't think it's going to be much like we want it to.

Subject: Re: C&C Tiberium - FPS Game

Posted by [trooprm02](#) on Tue, 18 Dec 2007 22:42:32 GMT

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2 things:

1)2 and half years ago? We knew it was "in development" when C&C 3 was launched, but never expected to see an official site for it a week after the leaked CGI video.

2)Im VERY worried from that magazine article, it definetly what we are worried about. It's also not just us, there are THOUSANDS of other FPS players that are tired of EA's cheap ripoff's of the BF series, Crysis being 1 of them, and I hope this pressure helps sway their judgement this time around.

Subject: Re: C&C Tiberium - FPS Game

Posted by [matty3k10](#) on Tue, 18 Dec 2007 22:51:30 GMT

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Very interesting.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Titan1x77](#) on Tue, 18 Dec 2007 22:55:57 GMT

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Well, there goes my post about kicking around ideas. What I dont get is why these projects are kept secret for so long? Maybe if this news was released to the community 2 years ago, the

feedback on what the actual "players" and consumers want, could of atleast been taken into consideration. Now we have a game thats been planned out and has pretty much determined it's main gameplay. Sure a few tweaks can be made, but why does your boss send you out so late for feedback?

If I was you Apoc, I'd be asking him that same question, in your line of work it would help to gather any ideas and thoughts alot earlier on. Your job seems to be involved on breaking the news and hearing the backlash. Something I wouldn't enjoy doing, and I feel for ya. In the future, maybe "leak" a little something out before hand.

ohhh wait, im sure most of us here remember that odd post someone found months ago about a C&C FPS, and we all speculated on that...maybe EA was watching some of the comments about that article??

Subject: Re: C&C Tiberium - FPS Game
Posted by [Renardin6](#) on Tue, 18 Dec 2007 22:58:33 GMT
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Titan1x77 wrote on Tue, 18 December 2007 16:55Well, there goes my post about kicking around ideas. What I dont get is why these projects are kept secret for so long? Maybe if this news was released to the community 2 years ago, the feedback on what the actual "players" and consumers want, could of atleast been taken into consideration. Now we have a game thats been planned out and has pretty much determined it's main gameplay. Sure a few tweaks can be made, but why does your boss send you out so late for feedback?

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Titan, that's so true... and sad

Subject: Re: C&C Tiberium - FPS Game
Posted by [Troopzor](#) on Tue, 18 Dec 2007 23:28:19 GMT
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This FPS won't have a C&C Mode in its multi-player
(<http://forums.ea.com/mboards/thread.jspa?threadID=318190&tstart=0>)

sign this petition if you want it in there! <http://www.thepetitionsite.com/1/cncmodeplease>

If your uncomfortable with the info it asks you to put, just fake it. It only lets you sign once per IP anyway...

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Tue, 18 Dec 2007 23:35:47 GMT
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Troopzor wrote on Tue, 18 December 2007 17:28 This FPS won't have a C&C Mode in its multi-player (<http://forums.ea.com/mboards/thread.jsps?threadID=318190&tstart=0>)

sign this petition if you want it in there! <http://www.thepetitionsite.com/1/cncmodeplease>

If your uncomfortable with the info it asks you to put, just fake it. It only lets you sign once per IP anyway...

I am not surprised because I knew this was coming anyway. I knew it is too late to make any changes to the game.

More reason to support Renegade 2007; our only remaining shining hope.

BTW, the petition will count for crap...they won't read it.

Anyway, is the information from the German source accurate?

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ethenal](#) on Tue, 18 Dec 2007 23:44:10 GMT
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EA APOC wrote on Tue, 18 December 2007 18:18
Hey everyone,

Before hundreds of thousands of people explode this topic, please know that we will be explaining this new franchise, Tiberium, its connections to the Command & Conquer universe in the story, units, GDI, Nod, the Scrin, etc...in the coming months.

As we said in the press release, this is the birth of a new franchise set in what we call the Tiberium universe. Whether you are confused or unable to comprehend just yet, do not worry!

These forums are not meant to be under the official C&C forums. Those are RTS forums, this is FPS-Tactical.

Stay tuned,
APOC

That was posted at the EA "Tiberium" forums, apparently the name is "Tiberium" not "C&C"

Tiberium". What do you guys make of this?

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 tittle.

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.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Troopzor](#) on Tue, 18 Dec 2007 23:46:45 GMT

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From what I know, it is. But just to be safe it always helps to try, and getting at least 2000 signatures just may turn some heads in EA.

so, please, sign. Even if you think they wont listen, its still worth a try.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Ethenal](#) on Tue, 18 Dec 2007 23:47:01 GMT

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{SB}Lone0001 wrote on Tue, 18 December 2007 17:45Quote:EALA has a long history of developing groundbreaking real-time strategy games with the Command & Conquer series.

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Maybe they consider Westwood as EALA?

Subject: Re: C&C Tiberium - FPS Game

Posted by [Lone0001](#) on Tue, 18 Dec 2007 23:51:33 GMT

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Well that's dumb but I guess they have pretty much already claimed some of WW's work in the past.

EDIT: tbh I think they should expand on the mutant faction idea(that WW might or might not have planned on finishing or doing more with) instead of CRAPPY scrin.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Creed3020](#) on Tue, 18 Dec 2007 23:59:27 GMT

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Crimson wrote on Tue, 18 December 2007 14:20EA REVEALS TIBERIUM AND LAUNCHES PLAYERS INTO AN EPIC BATTLE FOR POWER

LOS ANGELES, Calif., December 18, 2007 – Tiberium is a mysterious extraterrestrial crystal that shatters the energy output of traditional fossil fuels. It has the power to save our civilization. It also has the power to destroy it. Over two-and-a-half years in development, Electronic Arts Inc. (NASDAQ: ERTS) today revealed Tiberium™, a new intellectual property that brings a rich, original fiction to life through intense tactical action and visceral first-person shooting. Set in a stunning sci-fi world with spectacular visual effects and dramatic environments, Tiberium takes players on an adventure through an environmentally-devastated world and places them in the heart of an epic battle for control this powerful energy source.

For eleven years, an alien tower has stood dormant, looming like an unholy mountain over a wasteland once known as the Mediterranean Sea. The tower was thought to be a relic of the Third Tiberium War; a devastating war fought for control over Tiberium crystal. It is not a relic. It is not dormant. Deep within the tower, plans are in motion for an alien invasion. This is where the Tiberium adventure begins. Players step into the shoes of Forward Battle Commander Ricardo Vega and will assemble an assortment of elite squads to combat the global crisis. Armed with an intense arsenal of weapons including a transforming personal weapon system, multi-launch homing missiles, capital ship bombardments and tactical ion cannon strikes, Vega will lead the fight from the front lines.

Featuring a unique blend of first-person shooting and tactical squad combat, every moment in Tiberium is intense, every mission leaves players breathless. To take the first-person shooter experience deeper into strategic combat, players will control multiple infantry, armor, and air squads as the fight escalates. In Tiberium, Vega is the most powerful presence on the battlefield, and the squads are his most decisive weapon. Players can take multi-squad control combat into single-player or bring the action into online multiplayer battles.

"Tiberium is our 'One Ring', our 'Force'. It is the connective tissue that defines this universe and tears it apart," said Chris Plummer, Executive Producer at EA Los Angeles. "After two years of pre-production, it is exciting to finally reveal this game and its rich fiction to the world. We've put a lot of effort into evolving the tactical shooter experience by taking core gameplay compulsions like commanding, choice and dominating your enemies and delivering them in first-person. Some of

the weapons and mechanics are truly innovative for a first-person game. We're very proud to be part of a project that has the potential to really make a mark on the cannon of sci-fi fantasy fiction."

Mike Verdu, VP and General Manager at EA Los Angeles added, "EALA has a long history of developing groundbreaking real-time strategy games with the Command & Conquer series. That series also originally introduced the Tiberium universe to gamers worldwide. Now, we are growing Tiberium from a simple backdrop to a fully realized universe with its own unique, hybrid squad-based shooter gameplay. This is the birth of a new franchise -- we couldn't be more excited."

Developed at EA Los Angeles, Tiberium will be available worldwide in Fall 2008 for the PLAYSTATION®3 computer entertainment system, Xbox 360™ video game and entertainment system, and PC. The game has not yet been rated by the ESRB. For more information on Tiberium, please visit: <http://www.Tiberium.com>.

See the attached high-res promotional image as well.

The link you provided has an extra period at the end that renders it useless.

Other than that thanks for the info!

Subject: Re: C&C Tiberium - FPS Game

Posted by [Starbuzz](#) on Tue, 18 Dec 2007 23:59:59 GMT

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Ethetal wrote on Tue, 18 December 2007 18:44EA APOC wrote on Tue, 18 December 2007 18:18

Hey everyone,

Before hundreds of thousands of people explode this topic, please know that we will be explaining this new franchise, Tiberium, its connections to the Command & Conquer universe in the story, units, GDI, Nod, the Scrin, etc...in the coming months.

As we said in the press release, this is the birth of a new franchise set in what we call the Tiberium universe. Whether you are confused or unable to comprehend just yet, do not worry!

These forums are not meant to be under the official C&C forums. Those are RTS forums, this is FPS-Tactical.

Stay tuned,
APOC

That was posted at the EA "Tiberium" forums, apparently the name is "Tiberium" not "C&C Tiberium". What do you guys make of this?

The name change maybe a sign that EA has had enough with Westwood fans. The words "Command & Conquer" rightfully belongs to Westwood and will always be associated with WW.

So to break the cycle and become the head of the C&C universe, they have renamed it. In a few years, EA will be known as the company behind the "Tiberium universe."

Also, this would mean endless sequels/expansions for this new Tiberium FPS and maybe more RTS titles to follow.

This will create a new generation of fans that are more loyal to EA than the current older crop of "C&C" fans.

Also, by not making C&C Mode, EA is well-positioned to finally rid and cut off any ties with the "cancerous and ungrateful" Renegade community.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ethenal](#) on Wed, 19 Dec 2007 00:01:48 GMT
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You actually have a great point Starbuzz. That's probably exactly what they intend to do.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Lone0001](#) on Wed, 19 Dec 2007 00:08:00 GMT
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WTH the tiberium site seems to be "mature" rated what's up with that?

Subject: Re: C&C Tiberium - FPS Game
Posted by [IronWarrior](#) on Wed, 19 Dec 2007 00:14:03 GMT
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Subject: Re: C&C Tiberium - FPS Game
Posted by [Troopzor](#) on Wed, 19 Dec 2007 00:50:03 GMT
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IronWarrior wrote on Tue, 18 December 2007 18:14

-quoted for truth

Subject: Re: C&C Tiberium - FPS Game
Posted by [Troopzor](#) on Wed, 19 Dec 2007 00:56:44 GMT

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Sorry for the double post but

"This quote taken from Apoc himself:

"-No C&C mode in MP...this is an FPS-Tactical shooter with squads and such, this will be explained in depth plenty more starting next month. Again, there are direct reasons for this. You are thinking about this like Renegade, that would be incorrect to do.""

Subject: Re: C&C Tiberium - FPS Game

Posted by [GEORGE ZIMMER](#) on Wed, 19 Dec 2007 01:08:43 GMT

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Hmm. We may not get C&C mode but hopefully we'll have more unique modes than just conquest mode. If we atleast get a Renegade style mode but minus the buildings and add on squad tactics, I'll definetly get the game.

As for C&C mode, who knows- Maybe they'll make an expansion with that. That'd be pretty cool.

Also, if Tiberium is its own series, but the RTS remains in the same series...

That means a whole series of C&C universe based FPS's. I'm really hoping it's also incorrect to think of this game like battlefield as it is to think of it like Renegade.

And as for whoever said the scrin team would fail: Hey screw you

I always wanted to see scrin up close and personal. Mutant encounters would of course be nice, but I'd way rather fend off alien armadas than some half dead mutant resistance forces. Although, that'd still be pretty cool

Subject: Re: C&C Tiberium - FPS Game

Posted by [Troopzor](#) on Wed, 19 Dec 2007 01:25:49 GMT

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oh and my source for that quote from Apoc comes from here:

<http://forums.ea.com/mboards/thread.jspa?threadID=318073&tstart=0&start=30>

Subject: Re: C&C Tiberium - FPS Game

Posted by [bisen11](#) on Wed, 19 Dec 2007 02:22:22 GMT

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Cabal8616 wrote on Tue, 18 December 2007 20:08Hmm. We may not get C&C mode but

hopefully we'll have more unique modes than just conquest mode. If we atleast get a Renegade style mode but minus the buildings and add on squad tactics, I'll definetly get the game.

How can you have Renegade style mode without the buildings?

Subject: Re: C&C Tiberium - FPS Game
Posted by [Viking](#) on Wed, 19 Dec 2007 02:30:47 GMT
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OMG This game fails so fucking hard it makes concrete look like a pillow.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Titan1x77](#) on Wed, 19 Dec 2007 02:43:58 GMT
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Starbuzz wrote on Tue, 18 December 2007 18:59

The name change maybe a sign that EA has had enough with Westwood fans. The words "Command & Conquer" rightfully belongs to Westwood and will always be associated with WW. So to break the cycle and become the head of the C&C universe, they have renamed it. In a few years, EA will be known as the company behind the "Tiberium universe."

Also, this would mean endless sequels/expansions for this new Tiberium FPS and maybe more RTS titles to follow.

This will create a new generation of fans that are more loyal to EA then the current older crop of "C&C" fans.

Also, by not making C&C Mode, EA is well-positioned to finally rid and cut off any ties with the "cancerous and ungrateful" Renegade community.

Great insight on what this may come out to be, and you could be spot on with the information that has been released to us, although it's still an assumption.

You made a great point and there was no need to add in anything about this community, every community has it's village idiots, and we should all look past them when a concern such as this is in front of us... Would be nice to lock out all of them from even posting in a thread with as much importance as it holds.

Yet, in the end this thread doesn't mean much to me anymore, and Im happy to hear about this quickly and make the death short and sweet, no need to drag on about another C&C mode type game anymore, we all now know.

Apoc, Thanks for clearing things up so quickly. If you are to return to this post and reply....

A lot of people in the community were worried about the making of a renegade on another game outside of EA, and seem to think we will get our pants sued off for the making of Renegade2007, in the past you had posted that "EA fully supports mod teams", and you gave us the thumbs up, as of now it would be nice to ease some of the people thoughts for another C&C mode in the near future. We'd be happy to revisit this once we have something playable we can send you, would be nice to assure these fans of an "old game" that they can revisit that same level of fun again, even if EA isn't producing it.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Chuck Norris](#) on Wed, 19 Dec 2007 02:45:53 GMT
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Another generic FPS that's supposed to be the next big thing that just gets abandoned by EA and fails almost as quickly as it's launched. What's new?

EA has great marketing. They need to work REALLY hard at PR (public relations) though, and their ideas are getting as low as it can go these days.

P.S. I'm not bashing EA just to do it. It just frustrates me to know that they have the potential but never use it.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Renx](#) on Wed, 19 Dec 2007 02:47:18 GMT
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What kind of support can honestly be expected from a community that only still plays this game for the C&C Mode?

What kind of support can honestly be expected from the C&C Community when this game isn't not even considered a direct member of the C&C franchise?

I suggest you, Apoc, and the rest of the Tiberium team answer these questions before continuing attempts gather support from these communities. If our complaining is regular enough to be deemed "the usual," then you should have heard enough of it by now to start learning how to avoid it in the first place.

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.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Titan1x77](#) on Wed, 19 Dec 2007 03:02:58 GMT

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Forget the new game...these are the renegade forums, not EA's forums.

Don't hold anything against EA, they do what they feel is right, let them live or die by their decisions. Instead do something yourself about it.... "If you want something done, you have to do it yourself"

If you want C&C mode direct yourself here and help the community make this happen.

www.renegade2007.com < visit forums and the moddb links.

It's up to the fans if you want to see this game mode restored, EA may make something similar years from now, or another company will either adopt the gameplay or use the base of it and build on top of it.

We are making a vanilla version for the old school players and then making our own version soon after, expect improvements such as:

- *duck and cover system

- *planning boards for any team member to create there own squad and tactics on the fly(includes private voice channels for your squad)

- *enhanced purchase menu, no more waiting, que up your vehicle and go fight while you wait

- *real nightvision on scoped weapons for snipers only

- *warm up timers

- *improved radar

- *HUD will include mines count/ vehicle count, plus much more on the HUD

- *plus much more...

Most of those are server side options for the vanilla version, our new game modes will take C&C mode even further.

With the community's help, we may also get to make a SP version too, or co-op modes, possibilities are endless with a large driven community behind it.

Join the forums and come chat with us, I'm always open to new ideas and expanding on my own.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Wed, 19 Dec 2007 04:41:06 GMT
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Hello Titan,

Thank you for those calm words of closure.

I would never insult this great community of people sharing the same passion and zeal for a product that came from a company that knew what its fans wanted.

When I wrote "cancerous and ungrateful" it was my belief from the very beginning that that was the collective view EA had of us. Hence the sarcasm smile. I am surely wrong.

Anyway, I am glad this matter is over as quickly as it came.

As much as I am heartbroken and saddened by the recent turn of events, it is plainly obvious as to what, at least to me, the next step should be: to provide all the support and backing behind Renegade 2007.

I believe that if we unite yet one more time, support and work together, we can yet accomplish something that stands proud to the memory of the great and noble Westwood.

To Apoc,

I thank you for your great patience in dealing with a passionate community that is deeply patriotic to an empire of a foregone era.

I know tempers flared and restlessness abounded, but I am happy that there is a conclusion. Please do not take our remarks as "complaints" and "ungratefulness" as we are merely passionate and frustrated about a hidden gem in the gaming universe that just lost out on the only chance for resurrection.

As for me, I am pleased you visited here, and took the time to share your thoughts on behalf of EA. It is most certainly well-appreciated.

Thank you once again, Apoc.

Subject: Re: C&C Tiberium - FPS Game
Posted by [BoMbZu](#) on Wed, 19 Dec 2007 12:39:37 GMT
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What im wondering is if this new EALA team has ever even played renegade LoL. They should have noticed this hidden gem/possibilities as game "experts" o.O

I mean the concept is so simple and addictive!!

Subject: Re: C&C Tiberium - FPS Game
Posted by [OWA](#) on Wed, 19 Dec 2007 12:57:46 GMT
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That news of no C&C mode has killed the dream of this FPS being anything other than generic. I can bet that Renegade will still last longer than this game. Back to modding then :\

Also Titan1x77 and [NE]Fobby[GEN] are the ones to be looking at now for a true C&C FPS multiplayer experience. Their mod is going to bring much joy to anyone who has ever wielded a repair gun.

Subject: Re: C&C Tiberium - FPS Game
Posted by [IronWarrior](#) on Wed, 19 Dec 2007 13:29:29 GMT
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One Winged Angel wrote on Wed, 19 December 2007 06:57That news of no C&C mode has killed the dream of this FPS being anything other than generic. I can bet that Renegade will still last longer than this game. Back to modding then :\

Also Titan1x77 and [NE]Fobby[GEN] are the ones to be looking at now for a true C&C FPS multiplayer experience. Their mod is going to bring much joy to anyone who has ever wielded a repair gun.

For truth brother OWA.

Subject: Re: C&C Tiberium - FPS Game
Posted by [sadukar09](#) on Wed, 19 Dec 2007 14:11:41 GMT
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One Winged Angel wrote on Wed, 19 December 2007 06:57That news of no C&C mode has killed the dream of this FPS being anything other than generic. I can bet that Renegade will still last longer than this game. Back to modding then :\

Also Titan1x77 and [NE]Fobby[GEN] are the ones to be looking at now for a true C&C FPS

multiplayer experience. Their mod is going to bring much joy to anyone who has ever wielded a repair gun.

Thus, why we play APB, AR (OWA you leak now or I choke you)

Subject: Re: C&C Tiberium - FPS Game

Posted by [Havoc 89](#) on Wed, 19 Dec 2007 19:47:06 GMT

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One Winged Angel wrote on Wed, 19 December 2007 07:57 That news of no C&C mode has killed the dream of this FPS being anything other than generic. I can bet that Renegade will still last longer than this game. Back to modding then :\

Also Titan1x77 and [NE]Fobby[GEN] are the ones to be looking at now for a true C&C FPS multiplayer experience. Their mod is going to bring much joy to anyone who has ever wielded a repair gun.

Hey.... What about the rest of the team

Haha, nah. Its always great to hear that the whole community is behind us. It really means a lot to us. After all Ren07 wouldnt be much without this community.

Subject: Re: C&C Tiberium - FPS Game

Posted by [JeepRubi](#) on Wed, 19 Dec 2007 20:30:40 GMT

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At first I was skeptical, but wasn't going to make any decisions or too strong of comments on the game, but once I hear that c&c mode is gone, I gave up all hope.

C&C mode is the one reason I play renegade, it's the one reason everyone here plays renegade. Now, our hope for a retail predecessor to Renegade is gone. My enthusiasm for Renegade 2007 is stronger than ever since I now know that if we don't do it, it will never get done.

Subject: Re: C&C Tiberium - FPS Game

Posted by [SoGrade](#) on Wed, 19 Dec 2007 20:41:56 GMT

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<3 the ren2007 team

Subject: Re: C&C Tiberium - FPS Game

Posted by [TeamWolf](#) on Wed, 19 Dec 2007 21:28:13 GMT

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Looks like we will just have to turn to the modding community and to mods like Reborn, APB, AR, REN2007 and so on...

Subject: Re: C&C Tiberium - FPS Game
Posted by [Crimson](#) on Wed, 19 Dec 2007 21:46:25 GMT
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Or maybe there are other options you don't even know about yet that don't involve splitting up this community.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Spoony](#) on Wed, 19 Dec 2007 21:47:37 GMT
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I didn't want to be the first to say that.

Subject: Re: C&C Tiberium - FPS Game
Posted by [IronWarrior](#) on Wed, 19 Dec 2007 23:25:02 GMT
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There is no need for options.

We will stick with what we have, Renegade, APB and Reborn and whatever mod for it.

Subject: Re: C&C Tiberium - FPS Game
Posted by [OWA](#) on Wed, 19 Dec 2007 23:41:47 GMT
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Havoc 89 wrote on Wed, 19 December 2007 19:47One Winged Angel wrote on Wed, 19 December 2007 07:57That news of no C&C mode has killed the dream of this FPS being anything other than generic. I can bet that Renegade will still last longer than this game. Back to modding then :\

Also Titan1x77 and [NE]Fobby[GEN] are the ones to be looking at now for a true C&C FPS multiplayer experience. Their mod is going to bring much joy to anyone who has ever wielded a repair gun.

Hey.... What about the rest of the team

Haha, nah. Its always great to hear that the whole community is behind us. It really means a lot to us. After all Ren07 wouldnt be much without this community.
And of course Havoc89, the guy with the 1337 3d art skills!

I agree, Ren07 is a result of people loving renegade's multiplayer enough to recreate the whole game on a current gen level.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Thu, 20 Dec 2007 04:35:38 GMT
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Crimson wrote on Wed, 19 December 2007 16:46Or maybe there are other options you don't even know about yet that don't involve splitting up this community.

Philosophically speaking, it is the inevitable sooner or later.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Mighty BOB!](#) on Thu, 20 Dec 2007 04:45:41 GMT
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Wow this has got to be the shortest period of time ever for me from "game announcement piques my interest" to "not interested at all." Less than 48 hours.

This game does not appeal to me in the slightest. This is of course a matter of opinion. I'm not into tactical squad games and the lack of C&C mode or anything resembling it pretty much seals the deal. This is the first "C&C" game I will have not bought (Sole Survivor not included.)

Although I'll keep an eye on the features as EA releases information, I doubt anything will change and once again EA won't prove me wrong.

Long live Renegade mods and Renegade 2007.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Troopzor](#) on Thu, 20 Dec 2007 14:59:18 GMT
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Well according to Apoc there is a glimmer of hope, a small glimmer. :

Quote:With all due respect to C&C Mode, it was brilliant and awesome. Infact, you may not know this yet, and he'll explain it more in his blog next month, but our Executive Producer Chris Plummer was pretty much the LEAD on creating C&C Mode for Renegade. Chris Plummer has been with EA/Westwood for over 10 years, he was one of the key people behind Renegade.

the full post is from here:

<http://forums.ea.com/mboards/thread.jspa?threadID=318102&tstart=0&start=45>

like I said, some hope, but not much IMO

Oh and we still got the petition :D: <http://www.thepetitionsite.com/1/cncmodeplease>

Subject: Re: C&C Tiberium - FPS Game
Posted by [CarrierII](#) on Thu, 20 Dec 2007 18:46:40 GMT
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That settles it. I need to find cash to buy UT3 and learn that editor.

EA, you do realise that a properly built Renegade style multiplayer would be worth far more than BF style games. I'm no expert, but most comments about BF I've read say "It gets boring after a while" or something along those lines. We're all playing renegade nearly 6 years later, because it isn't boring. We don't care about the netcode, the cheats the physics that lets you get your tank through walls, the 1001 exploits that are so well documented that you'd be hard pressed to not know them, we have fun. That's what a game is for, right?

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 20 Dec 2007 19:49:06 GMT
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Quote:Well according to Apoc there is a glimmer of hope, a small glimmer. :

But didn't Apoc say it would be wrong to think of this as a Renegade game?

Quote:No C&C mode in MP...this is an FPS-Tactical shooter with squads and such, this will be explained in depth plenty more starting next month. Again, there are direct reasons for this. You are thinking about this like Renegade, that would be incorrect to do.

Edit: And I agree with Mighty BOB.. I was really excited to hear about a new C&C FPS game, it's what I've been hoping for ever since I first tried Renegade. But if there's no C&C mode, then it sounds just like any other FPS game.

Subject: Re: C&C Tiberium - FPS Game
Posted by [trooprm02](#) on Thu, 20 Dec 2007 22:03:54 GMT
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2 new things:

1)They added/fixd the official site for the game, but still not too much is being given away:
<http://www.tiberium.com>

2)High Res scans of the Game Informer article:

<http://www.fast-files.com/getfile.aspx?file=22049>

Subject: Re: C&C Tiberium - FPS Game

Posted by [R315r4z0r](#) on Fri, 21 Dec 2007 00:04:42 GMT

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You guys ready for the big wall of text? Over the past 2 days I copied word for word the article in GameInformer. I posted it on the Tiberium forum, but I will post it here for everyone who is too lazy.

If you wish to copy what I post here to some other website please give credit to both GameInformer magazine, and to myself for taking the time to re-type the entire article.

Here is the article, verbatim, broken up into parts.

=====

GameInformer Article January 2008

Tiberium

===

Part 1

===

It has been 11 years since the end of the Third Tiberium War. The Global Defense Initiative (GDI) successfully repelled the alien invaders from Earth. But the struggle for survival is far from over. The Brotherhood of Nod, despite the disappearance of their enigmatic leader, Kane, still clings to this cancerous resource like it's a gift from God, and the GDI still fights to contain the spread of Tiberium.

The invading civilization, known as the Scrin, may have departed, but not before they completed building an ominous, opaque tower atop the largest ecological disaster in the planet's history -the Tiberium covering the Mediterranean Sea off the coast of Italy. For 11 years, this impenetrable towering structure has remained under intense surveillance from all sides. While the GDI monitor it for any activity, the followers of Nod treat it as a religious site of the utmost importance, their Mecca. The devout, blinded by their faith, journey to the uninhabitable region, now classified as a red zone unfit for biological life, to wait for some sort of divine revelation.

Shortly after the end of the Third War, a forward battle commander who played a pivotal role in ending the war, Ricardo Vega, grew disillusioned with this constant struggle between the two human factions. He quit the army and traded in his gun for a hammer to rebuild cities ripped apart by wars. But his respite has hardly lasted long. Something is stirring underneath the massive monument left behind by the Scrin. The threat looms large enough that GDI has convinced Ricardo Vega to reassume his post as a forward battle commander and take on a mission in the area surrounding the Scrin structure. Something is amiss, and mankind's struggle for survival may only be beginning...

===

GameInformer Article January 2008
Tiberium

===

Part 2

===

ONE UNIVERSE TO RULE THEM ALL

When EA approached Chris Plummer and his EALA development team about creating a new tactical shooter two and a half years ago, it didn't take long for them to gravitate toward the Command & Conquer franchise.

"We're big shooter fans and big sci-fi fans, so that's the place we wanted to start looking," says executive producer Chris Plummer. "Looking at the new ideas and existing franchises in the company, the Tiberium universe immediately attracted us because it has such a legacy and heritage and there was some built-in depth there."

That depth springs from a critically acclaimed real-time strategy franchise that has spawned eight games and expansion packs since its debut in 1995. EA has already created a first-person shooter out of the franchise with the 2002 title Command & Conquer: Renegade, but the game failed to retain the trademark strategic gameplay elements of the series and garnered modest reviews and a lukewarm reception.

To help Tiberium break out as a unique game in the Command & Conquer series, EA knew the company needed to dive deeper into the series mythology.

"We're not Star Wars or Lord of the Rings, but we do aspire to be like that, to be a universe worthy of devotion," says Plummer. "We didn't try to rewrite the Tiberium universe, but we looked for where the holes were and tried to patch them up."

The patching started with the Command & Conquer team creating a Tiberium "bible," a fictitious artifact from the future written by an archivist who had lived through the Tiberium wars. Not content with merely recapping past game plots, the bible dives so deeply into the C&C world that even gets into the scientific explanation of Tiberium. EA hired scientists from MIT and Caltech to help the team understand how an extraterrestrial mineral like Tiberium would work as an energy resource, what would make it radioactive, how it could convert other matter into itself, how it would spread, what its life cycle would be like, and how military engineers could weaponize such a material. Why go to such lengths to understand a fictitious material?

"Tiberium is our Force, it's our One Ring to rule them all, it's our Matrix," says Plummer.

The bible also fleshed out the extensive history of the game's three warring factions: the United Nations-esque Global Defense Initiative (GDI), the overzealous religious faction Brotherhood of Nod, and the Scrin, the mysterious new alien race introduced in the Command & Conquer 3: Tiberium Wars.

But mythology is only one aspect to creating a believable universe. It must also have a distinct look and feel. "I want the world to be a place you want to spend time," says Plummer. "My favorite shooters are the ones where the world is a cool place. The gameplay has got to rock, but it also needs to feel like a believable fantasy that holds together with conviction."

To this end, EA hired a Hollywood veteran to hone the look and feel of Tiberium. Art director Steve Burg is no stranger to sci-fi, having worked on conceptual designs and visual effects for storied futuristic franchises like Terminator 2: Judgment Day, Contact, and The Matrix. With so many prominent sci-fi games on the market, finding a distinct visual style is paramount, and Tiberium succeeds by borrowing lightly from the masters and adding its own flair.

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Part 3

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RECASTING A CLASSIC

Another challenge facing the the development team was one of practicality-how do you combine the tried and true strategic gameplay of the Command & Conquer series with the intense, in-your-face combat of a first-person shooter?

"In the C&C universe you're always viewing the action from a 'presidential' level. You're very much removed so you can orchestrate large battles from 1,000 feet in the air. It's different when you're down there in the midst of the combat."

To demonstrate just how different the approach to Tiberium is, Plummer and creative director/game design director Dan Orzulak boot up the game and jump into a mission. We catch up with the game's protagonist, forward battle commander Ricardo Vega, as he's bound for the largest Tiberium harvesting, refining, and processing facility in the world, which is located near the Scrin tower in the red zone formerly known as the Mediterranean Sea. Securing this facility is imperative for refueling GDI capital ships. The first Rapid Assault and Intercept Deployment (R.A.I.D.) sent in to investigate the plant failed to report back, so Vega is sent in to finish the mission.

We join Vega as he moves solo through the refinement facility. Bodies of the Falcon R.A.I.D. lay bloodied on the ground surrounding the entrance - someone or something got here before the GDI did. Orzulak navigates Vega deftly from cover point to cover point, careful to stay out of the gaze of the Scrin Shrikes patrolling these hallways. The cover system reminiscent to the one found in Rainbow Six - squeeze the left trigger to enter cover, and let go to resume normal movement. The Scrin enemies ahead are knee-high robots mainly responsible for cleaning up dead bodies after battles, but they also pack a punch of their own with blasters and the ability to self-destruct if you get too close. Orzulak moves around the corner, only to see a Shrike leaping toward him kamikaze-style ready to explode. He quickly activates Vega's energy shield with the

left bumper to protect him from the blast. The shield's power meter takes a hit upon impact, but the meter will refill over time. Orzulak moves Vega back into cover and surveys the room - at least four more Shrikes are ahead. He lines up a shot by leaning out from behind cover, and with the squeeze of the trigger the fight is on.

A group of Shrikes are huddled between cover points, so Vega switches his gun its mag rail setting to the grenade launcher and wipes them out with one shot. Vega then uses his crafty jump-get to move quickly to another cover position closer to the rest of the Shrikes. With the push of a button, Vega blasts high in the air, gaining a new perspective on the remaining enemies before landing again near a new cover point. After wiping out the last remaining ankle biters, he moves to the nearby terminal to unlock the airlock so he can move to the drop zone where is R.A.I.D. is scheduled to arrive. The door opens, only to reveal a large, imposing alien and another group of Shrikes. This beast - which looks part Covenant Elite, part Predator, and part Xenomorph - is known as an Archon, the Scrin's heavy warrior class. Vega empties a clip from his mag rail into the Archon, only to see the bullets repel and spray across the room; a force shield protects the Archon. Vega switches his gun to the energy cannon setting, which can unleash an incredibly destructive beam that brings death to most anything in its line of fire. Vega targets the Archon's soft spot and squeezes the trigger - toast. It's time to move out and rendezvous with the squad.

As Orzulak guides Vega into the wind-swept valley, two infantry squads are dropped and a battle immediately begins versus a group of Scrin Sidewinders-air units very capable of defeating infantry units. Orzulak selects the infantry unit in his view by clicking the right bumper and guides them to cover with another click of the bumper. Squad movement is entirely guided by the player. But even with the cover bonus, the moribund infantry is getting torn apart. As the Sidewinders eliminate the outclassed soldiers, Vega switches his gun to yet another setting, the MLS. He aims toward the sky and paints multiple air targets until they are locked on, squeezes the trigger, and watches his heat-seeking missile split into three and take out each Sidewinder. Ah, the joys of technology. The second squad moves up to engage a group of Archons, who have flushed the unit out by throwing energy grenades toward their cover. Vega runs alongside his infantry unit to join the fight, which gives them a leadership bonus that increases their fighting skills. In a matter of seconds, Vega and his team dispatch the Archons.

No one likes to lose soldiers in a firefight, but in Tiberium it's not the end-all, be-all - every unit is disposable and can be replaced with units of your choice. If Sidewinders just smoked your infantry, you can call in a missile team more adept at fighting aerial enemies and turn the tide.

After laying waste to the archons, Vega and his squad move toward a Tiberium deposit. These fissures are the key to the battlefield; each one you control unlocks another squad slot for your use. Vega informs his command of the Tiberium location, and within a matter of seconds, a Tiberium spike comes barreling down into the ground to begin tapping the liquid Tiberium reserves. At this point Vega can choose his new unit and add them to his burgeoning army.

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Part 4

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SURGING WITH PURPOSE

Plummer hopes this delicate balance of frantic first-person action and real-time strategy will separate Tiberium from the other tactical shooters on the market. While *Brothers in Arms* and *Ghost Recon* have allowed you to guide one or two squads through a battlefield, nothing has recreated the feeling of being a part of and controlling a large force. As the EALA team found, it's much harder to execute than it seems on paper. In the early stages of developing prototypes (see *The Art of Iteration* sidebar) the team realized that when you increased the battle size too much, players tend to stay in cover and order issues instead of engaging enemies directly. This wasn't the right balance for an action-oriented tactical shooter, so they scaled back and reiterated until they found the sweet spot.

To keep the action varied, Tiberium will scale each mission differently, as well. Depending on the objective, Vega may be fighting the Scrin solo, issuing commands to two squads in tight quarters, or controlling upwards of six squads or units during a large scale offensive.

When we rejoin Vega, he's moved out of the refinery and into a war-torn city. A familiar face to C&C vets, the fiery Commander Michael McNeil, informs Vega that all of the GDI Tiberium reserves have been depleted, and they believe the stores have been rerouted to this desolate city. Given the circumstances, Vega has a green light to call in the heavier military units to assist during this mission. In addition to the standard infantry and missile units, Vega now has access to the Titan, an imposing mech that uses ion cannons to dispatch of surrounding enemies, and the Orca, a fast and powerful gunship armed with missiles that excels at taking out ground installations.

Vega starts this battle with four squad slots, but no drop zone. He must secure a DZ on the map if he plans to receive any reinforcements. To start the fight, Orzulak chooses two mechs and two infantry units and begins his forward assault. He commands the units to advance through the rainy, decrepit streets until they encounter Scrin resistance. The street where the initial encounter begins offers no real cover, so Orzulak commands his Titans to take forward positions so the infantry can use them as cover. The R.A.I. D. advances in this fashion through the street and up to a bottleneck where the Scrin forces have control of the area. Here Orzulak calls up his Battle Control Uplink (BCU) to survey the battlefield. From this map, he can issue commands to his troops just like he was right next to the troops, which is handy when you need to split your forces. Orzulak sees an alley and decides to break away from his R. A.I.D. to flank the enemy position. He successfully moves into an ideal position to eliminate the forces and takes out the unaware enemies who are pinned by the Titan suppressing fire.

After capturing a nearby Tiberium deposit, Orzulak must now make a tactical decision. He can either concentrate all his forces on an assault to capture a drop zone, or he must split his troops and advance while leaving a few units behind to protecting this Tiberium fissure. If the Scrin recapture this area, Vega will lose a squad slot. The soldiers are occupying that slot on the battlefield won't automatically disappear, but if they fall in battle you cannot use the slot to call in reinforcements.

These are the kind of tough choices gamers can expect to find throughout the game. "We want

the player to play the mission their way," says Plummer. "We want to give them the choice. Are you a turtler or a rusher? You can always keep your forces with you, but it will change the way the encounters play out. In nonlinear areas you're more likely to get counterattacked, flanked, or get hit by two forces at once. If you split your forces up you have less firepower, but you'll block the aliens from being able to flank you."

Orzulak decides to bring the thunder on the dropzone, leaving the Tiberium spike unprotected. Upon approaching the clearance that would be ideal for a dropzone, the R.A.I.D. encounters a new problem: a towering Scrin turret that begins unleashing powerful energy balls toward the Titans. Orzulak opts to call in an orbital slug, a special attack that devastates anything in its target zone. The player controls the circumference of the attack, meaning you can either use it for a surgical strike against one specific target or a less accurate area attack that can pepper the many forces within the targeted zone. Once the slug eradicates the turret and Vega's units eliminate the remaining enemies, the drop zone becomes an ready for action. Orzulak immediately calls in an Orca, anticipating more ground installations in the areas ahead.

Orzulak's choice to go guns blazing into the DZ proves to be short sighted, as the Scrin begin a counterattack on his forces while another group of Archons moves to attack the Tiberium spike. Orzulak places his squads into a defensive formation and leaves them to protect the DZ - he's going to save the spike by himself. Using the jump-jet to move quickly across the battlefield and back to the spike, Orzulak finds an elevated position perfect for picking off Scrin moving in to assault his precious resource installation.

Vega's tactical decision making has served him well thus far, but the battle is only beginning, and the Scrin tower still looms ominously over the battle pitch. Only time will tell what devious purposes this menacing structure serves, and if Vega has the tactical savvy and accurate shooting to keep our race afloat.

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End of article

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Sidebars featured in the article referencing key features and background.

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MORE THAN MEETS THE EYE

Forget collecting weapons from fallen foes and comrades; a forward battle commander doesn't use scraps when it comes to scrapping with his enemies. In Tiberium, Ricardo Vega is armed with the GD-10, a transformative, four-in-one weapon capable of dealing punishment under any circumstance.

Mag Rail - Consider this your de facto weapon setting. The magnetic rail operates as a standard futuristic assault rifle useful in most battle scenarios.

Energy Cannon - No arsenal is complete without a gun capable of dealing a massive blow from a long distance. This pseudo sniper rifle fires a focused energy beam that obliterates most anything it hits. Use too much and it will overheat.

Grenade Launcher - If you see a group of enemies huddled together, switch to this mode and spray some indirect fire in their direction. This is also the weapon of choice for fighting while using the jump jet, since accuracy isn't paramount.

MLS - The multi-launch system lets you target and lock onto multiple enemies. After painting your targets, pull the trigger and watch the fireworks; the gun unleashes a missile that splinters and takes out each victim with precision.

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FANCY YOURSELF A GENERAL?

Forward battle commanders who master the single-player campaign will be immediately ready for player-versus-player online battles; all the major gameplay elements of the single-player game apply directly to multiplayer. The sole multiplayer mode operates like Battlefield's famous conquest mode, which tasks you with gaining control of set points on the map—in this case, Tiberium fissures. The Battlefield ticker has been replaced with a timer, and the time bonuses and penalties are dependent upon gaining and losing territory, respectively. Capture and hold enough positions on the map and the timer will start to count down against your enemy. If your opponent cannot swing the tide of the battle back into balance, the timer will continue to tick down to zero and victory will be yours. When commanders die, they will respawn at either the drop zone or a Tiberium capture point.

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THE ART OF ITERATION

Since Tiberium is being treated as a new IP by Electronic Arts, the development team was given a much longer development cycle in order to create and test new gameplay ideas. During a visit with Sims creator Will Wright, executive producer Chris Plummer was encouraged to test core gameplay elements with simple board games before beginning production on a console. Plummer's team took the suggestion to heart and created several game prototypes, which were shown off to the entire EALA studio in a science fair-like fashion. One of the stars of the prototypes was a board game (see below) [cannot post image - find a screen shot] that helped the developers find the perfect balance between first-person action and tactical gameplay. The team then developed a low-fidelity version of the game to make sure the squad control and first-person combat worked together harmoniously. The Tiberium team passed the demo to fellow EALA employees and their feedback was used to fine-tune the gameplay.

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SYMPHONY OF DESTRUCTION

Bringing a battlefield to life is a lot more complicated than just sticking soldiers on the pitch and

letting them have at it. To make the Tiberium war feel alive, EALA has invested heavily in state-of-the-art interactive audio/visual technology unlike anything we've ever seen before. Most games use a canned audio background track that makes it sound like a battle is happening. But audio visionary Erik Kraber, best known for his amazing work on the Medal of Honor series, has put together a new audio system capable of mixing every single shot that's happening on the screen. To keep the player from feeling disoriented, a line of sight system will help focus the audio around Vega's actions and immediate threats.

On the visual side, EALA has created a new atmospheric technology layer that gives the Tiberium action a very realistic feeling. The particle system is so profound it allows explosions and their smoky aftereffects to be affected by other explosions. For instance, a missile trails will cut through smoke clouds left from the smoldered remains of the fallen buildings or enemies. The technology is also capable of creating heavy fog banks, which can create a feeling of claustrophobia and fear as your R.A.I.D. ventures into the unknown.

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Subject: Re: C&C Tiberium - FPS Game

Posted by [Stefan](#) on Fri, 21 Dec 2007 00:11:50 GMT

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Quote:Since Tiberium is being treated as a new IP by Electronic Arts, the development team was given a much longer development cycle in order to create and test new gameplay ideas.

I still wish they'd implant something like the CNC mode...

[url] <http://i137.photobucket.com/albums/q224/cnc3cc/Tiberium/Scans/GameInformerbetter/pg65.jpg>

[url] <http://i137.photobucket.com/albums/q224/cnc3cc/Tiberium/Scans/GameInformerbetter/pg64.jpg>

[url] <http://i137.photobucket.com/albums/q224/cnc3cc/Tiberium/Scans/GameInformerbetter/pg63.jpg>

[url] <http://i137.photobucket.com/albums/q224/cnc3cc/Tiberium/Scans/GameInformerbetter/pg62.jpg>

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[url] <http://i137.photobucket.com/albums/q224/cnc3cc/Tiberium/Scans/GameInformerbetter>

/cover.jpg

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Fri, 21 Dec 2007 00:13:02 GMT
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NVM

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Fri, 21 Dec 2007 00:14:52 GMT
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Oh snap. If you guys read my post, and come across the part where I say I cannot post the image and to find a screen shot. Well the screen shot is in the post two posts up. XD

Subject: Re: C&C Tiberium - FPS Game
Posted by [Stefan](#) on Fri, 21 Dec 2007 00:37:07 GMT
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<http://planetcnc.gamespy.com/View.php?view=Articles.Detail&id=191>

Quote:The multiplayer aspect is a mix of the classic Conquest from Battlefield, and the Domination Mode from World In Conflict. Each commander will have access to certain squads, which you command around to take tiberium fissures and other checkpoints. Once you posses more control points than your opponent, a timer above their team starts to tick down. When the timer reaches zero, it's game over.

Ewww.... just... ewww.

Quote:EA is treating this as a new intellectual property, still basing it off the C&C Bible, and allowing for a longer-than-usual development time.

So it's basicly a Battlefield rip-off with the CNC story?

I'm getting the feeling that we won't be seeing any more CNC basis at all....

Subject: Re: C&C Tiberium - FPS Game
Posted by [Lone0001](#) on Fri, 21 Dec 2007 00:53:48 GMT
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BF style gameplay that does not sound c&c at all they just copied bf and tactical shooters and stuck the theme of c&c on it, it is a disgrace to the C&C series.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Canadacdn](#) on Fri, 21 Dec 2007 01:34:20 GMT
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I hope Havoc makes a cameo appearance somewhere.

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Fri, 21 Dec 2007 01:41:48 GMT
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He is probably dead...

Renegade took place in 2002. Tiberium Wars in 2047. He was retired then and mentioned in an intel log.

This game is now 11 years further in the future at 2058. Assuming he was around 25-30 (that is being generous) in Renegade, add 45 years and that is 70 years old. Now another 11... 81 years old?

If Havoc was 25 years old in Renegade, that means he would be 81 years old in this game.

Subject: Re: C&C Tiberium - FPS Game
Posted by [BlueThen](#) on Fri, 21 Dec 2007 01:57:03 GMT
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R315r4z0r wrote on Thu, 20 December 2007 19:41He is probably dead...

Renegade took place in 2002. Tiberium Wars in 2047. He was retired then and mentioned in an intel log.

This game is now 11 years further in the future at 2058. Assuming he was around 25-30 (that is being generous) in Renegade, add 45 years and that is 70 years old. Now another 11... 81 years old?

If Havoc was 25 years old in Renegade, that means he would be 81 years old in this game.

I thought that Renegade was MADE in 2002, not take place in 2002...

Subject: Re: C&C Tiberium - FPS Game
Posted by [Muad Dib15](#) on Fri, 21 Dec 2007 02:03:26 GMT
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2020.

Subject: Re: C&C Tiberium - FPS Game
Posted by [GEORGE ZIMMER](#) on Fri, 21 Dec 2007 02:16:23 GMT
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Took place 'round the same time as TD, which was 1998.

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Fri, 21 Dec 2007 02:40:23 GMT
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BlueThen wrote on Thu, 20 December 2007 20:57R315r4z0r wrote on Thu, 20 December 2007 19:41He is probably dead...

Renegade took place in 2002. Tiberium Wars in 2047. He was retired then and mentioned in an intel log.

This game is now 11 years further in the future at 2058. Assuming he was around 25-30 (that is being generous) in Renegade, add 45 years and that is 70 years old. Now another 11... 81 years old?

If Havoc was 25 years old in Renegade, that means he would be 81 years old in this game. I thought that Renegade was MADE in 2002, not take place in 2002... I thought it was made in 01? I might be wrong.

But in the manual it says it takes place in 2020, Apoc said a while ago... or was it Verdue... or anyway EA said that that was a typo and it was meant to say 2002.

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 21 Dec 2007 02:55:18 GMT
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Took place in 2002, the year it was released.

The manual says 2020, but this was a typo and 2002 was confirmed by EALA in one of their developer blogs back in the day.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Crimson](#) on Fri, 21 Dec 2007 03:03:05 GMT
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R315r4z0r wrote on Thu, 20 December 2007 17:04 You guys ready for the big wall of text?

Wow - thanks for that! Great job.

Subject: Re: C&C Tiberium - FPS Game
Posted by [drunkill](#) on Fri, 21 Dec 2007 15:37:56 GMT
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Jesus H Christ people, will you ever stop whining and complaining? The C&C community is almost as bad as the Fallout community called No Mutants Allowed.

A Bunch of bickering kids who hold onto the past too much. Sure Renegade was fun, but it sure as hell wasn't anything super-fantastic or special. It's not *that* unique, there are games which are similar, but yes they have died out.

Just wait and see what EA cook up with this. Sure it may be like Battlefield, or Graw or Crysis, but you know what? Those have been successful games, you can't blame EA for trying to combine them a bit, changing the setting and trying for another commercial success, it's the way the world works.

Sure, I have my doubts about the game, and I want to see specific things included, but we can't always get what we want. And if you don't like it? Simple, don't play it.

Just wait for more information, or hell, a demo, and you may enjoy it, or continue to loath it, makes no difference to EA.

Time will tell, sooner or later.

Subject: Re: C&C Tiberium - FPS Game
Posted by [IronWarrior](#) on Fri, 21 Dec 2007 15:52:23 GMT
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They said there is not gonna be a CNC mode, so it sucks.

Why do we have to wait? so we can play other FPS clone with sexy graphics and slap CNC over it?

They all the same, Renegade wasn't.

Subject: Re: C&C Tiberium - FPS Game

Posted by [drunkill](#) on Fri, 21 Dec 2007 16:16:32 GMT

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Then continue to play Renegade + Mods. It's not like that's stopped anyone in the past couple of years. Renegade is still going strong.

The thing is, people expected this to be a Renegade Sequel, they shouldn't have, as Apoc said. They are combining successful titles into one. They are a buissness, money is the main goal, as sad as it is.

I'm glad they've decided to go back to an FPS game, and now just pump out a ton of RTS games instead.

I just hope they get it right this time, at least partly. Include some more throwbacks to TS/TD era events, get some good voice actors, not just a bunch of american guys in every squad, and tone down the religious tones with nod, bring back the well oiled military might they were in TS

Just wait and see.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Herr Surth](#) on Fri, 21 Dec 2007 16:18:32 GMT

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Quote:The thing is, people expected this to be a Renegade Sequel, they shouldn't have, as Apoc said. They are combining successful titles into one. They are a buissness, money is the main goal, as sad as it is.

Its sad when such people call games Art yet they refuse to have any innovation in their Game.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Starbuzz](#) on Fri, 21 Dec 2007 16:20:19 GMT

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Is there even a Nod faction in this new FPS?

Subject: Re: C&C Tiberium - FPS Game

Posted by [AoBfrost](#) on Fri, 21 Dec 2007 16:23:02 GMT

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After seeing 1 or 2 screenshots of the new game, I am disappointed, it looks like unreal tournament with tiberian sun. Though I havent played it yet, the game's art style just doesnt suit my taste.

1. It makes no sense after failing old tech from tiberian sun, that they bring back walker units.

2. Everyone looks too bulky with their giant shoulder pads, helmets, and super oversized guns that no man could carry.

But then again, it does look sorta cool, I guess when a video or more screenshots are released, it will probably look alot better.

Subject: Re: C&C Tiberium - FPS Game
Posted by [trooprm02](#) on Fri, 21 Dec 2007 16:51:11 GMT
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1)My guess is they will HAVE to release a C&C Mode, because on the new games forums, 90% of the topics are about "will there be a C&C mode"? AND everyone is complaining it will be a cheap ripoff of the battlefield series, so they will have no choice. 50/50 tbh.

2)If they don't, how hard would it be to sum of all the great mod poeple from various other games, and this one, that all want to see a C&C Mode, and make a new mod for the game, adding one?

Subject: Re: C&C Tiberium - FPS Game
Posted by [Spoony](#) on Fri, 21 Dec 2007 17:12:29 GMT
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It's not the end of the world if Tiberium doesn't have a C&C mode. Nobody ever said this game would be "Renegade 2".

For all anybody here knows EA might have a completely new and innovative gameplay system for an FPS, in the same way as Renegade's C&C mode was new and innovative.

My point is that if you were expecting a copy of Renegade with newer graphics, EA isn't disappointing you - you're disappointing yourself from leading yourself on.

(another thing to remember - everyone thought C&C3 would be like Generals and ZH... anyone being that wrong about something should probably ease off the predictions for a while)

Subject: Re: C&C Tiberium - FPS Game
Posted by [AoBfrost](#) on Fri, 21 Dec 2007 17:19:08 GMT
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I'm sure there will be, if not, there will always be some other game mode which will be fun.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Fri, 21 Dec 2007 17:25:29 GMT
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No Repair Gun = Fail

Subject: Re: C&C Tiberium - FPS Game
Posted by [Lone0001](#) on Fri, 21 Dec 2007 18:39:22 GMT
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Quote:EA isn't disappointing you

A Bf2 style gameplay with other everyday shooter genres how is that not disappointing the fact that this won't be much different then every other fps?

Subject: Re: C&C Tiberium - FPS Game
Posted by [IronWarrior](#) on Fri, 21 Dec 2007 18:50:06 GMT
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{SB}Lone0001 wrote on Fri, 21 December 2007 12:39Quote:EA isn't disappointing you

A Bf2 style gameplay with other everyday shooter genres how is that not disappointing the fact that this won't be much different then every other fps?

Subject: Re: C&C Tiberium - FPS Game
Posted by [Spoony](#) on Fri, 21 Dec 2007 18:56:52 GMT
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Spoony wrote on Fri, 21 December 2007 11:12For all anybody here knows EA might have a completely new and innovative gameplay system for an FPS, in the same way as Renegade's C&C mode was new and innovative.

Spoony wrote on Fri, 21 December 2007 11:12My point is that if you were expecting a copy of Renegade with newer graphics

Subject: Re: C&C Tiberium - FPS Game
Posted by [Lone0001](#) on Fri, 21 Dec 2007 19:16:29 GMT
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EA having innovative and new ideas

Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 21 Dec 2007 19:37:16 GMT

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I think the issue here is that us on this forum are Renegaders, despite the bugs, graphics, and other problems the game has. we want to see a game released like this one, so we can move onto enjoying it the same way we enjoy Renegade.

The thing is, Apoc posted here on the Renegade Forums. Renegade's a C&C FPS, and the fact that this is a new C&C FPS game without a mode like Renegade gets people to wonder why they got their hopes up. I think the main reason why people are skeptical about the new game is because we'd expect an FPS from an RTS series would be different than regular FPS games (C&C mode being the main attraction to Renegade).

I'd love to believe that this game would bring something new and innovative to the table, but simply comparing it to Battlefield as many times as they did in that article makes me wonder whether this will be a revolutionary FPS, or just a regular one.

Subject: Re: C&C Tiberium - FPS Game

Posted by [R315r4z0r](#) on Fri, 21 Dec 2007 20:39:13 GMT

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LOL - Look at quote below.

-delete this post-

Subject: Re: C&C Tiberium - FPS Game

Posted by [Spoony](#) on Fri, 21 Dec 2007 20:40:29 GMT

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{SB}Lone0001 wrote on Fri, 21 December 2007 14:16EA having innovative and new ideas Why not? They did with RTS's. Which was the first RTS to get rid of the horribly flawed MCV and insta-build system?

Fobby wrote on Fri, 21 December 2007 14:16I think the issue here is that us on this forum are Renegaders, despite the bugs, graphics, and other problems the game has. we want to see a game released like this one, so we can move onto enjoying it the same way we enjoy Renegade.

The thing is, Apoc posted here on the Renegade Forums. Renegade's a C&C FPS, and the fact that this is a new C&C FPS game without a mode like Renegade gets people to wonder why they got their hopes up. I think the main reason why people are skeptical about the new game is because we'd expect an FPS from an RTS series would be different than regular FPS games (C&C mode being the main attraction to Renegade).

People talked about C&C3 on this forum too

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ethenal](#) on Fri, 21 Dec 2007 20:41:40 GMT
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R315r4z0r wrote on Fri, 21 December 2007 14:39Starbuzz wrote on Wed, 12 December 2007 12:47sadukar09 wrote on Wed, 12 December 2007 11:02WNxB0MbZU wrote on Wed, 12 December 2007 10:59Starbuzz wrote on Wed, 12 December 2007
And who the hell is Ricardo Vega? Could have picked a better name TBH.

Niece of the General Vega in Tiberian Sun.

From the dumb novel I just found out ROFL! EA is trying to make C&C into a Halo kind of crap with those nice gay novels to read in-between.

I just was re-reading some posts and I came across this one.

And this is pretty much wrong. First of all, the Halo novels came out YEARS before the game came out. All of them. They weren't made in between games. Second of all, the video games where based OFF OF the novels, but enhanced the story beyond where the novels left off. The books themselves aren't owned by Microsoft (I think).

Not even close. The Halo novels were made AFTER the game was made, Halo was an original idea, not based off of a book.

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Fri, 21 Dec 2007 20:53:03 GMT
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Ethenal wrote on Fri, 21 December 2007 15:41made, Halo was an original idea, not based off of a book.
Right, sorry. I looked it up. I was thinking of a different book.

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 21 Dec 2007 21:28:11 GMT
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Quote:
People talked about C&C3 on this forum too

Yup. But Apoc didn't come here posting about it, so when he posted here about the C&C FPS, we thought it'd at least have some sort of correlation with Renegade. After all, it is the Renegade Forums.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Ethenal](#) on Fri, 21 Dec 2007 21:32:22 GMT

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R315r4z0r wrote on Fri, 21 December 2007 14:53Ethenal wrote on Fri, 21 December 2007 15:41made, Halo was an original idea, not based off of a book. Right, sorry. I looked it up. I was thinking of a different book.

lol, no problem.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Spoony](#) on Fri, 21 Dec 2007 23:08:38 GMT

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[NEFobby[GEN] wrote on Fri, 21 December 2007 15:28]Quote:
People talked about C&C3 on this forum too

Yup. But Apoc didn't come here posting about it, so when he posted here about the C&C FPS, we thought it'd at least have some sort of correlation with Renegade. After all, it is the Renegade Forums.

Barely two weeks went by on these forums without someone finding some breaking new story - half of them bullshit - about "Renegade 2". So when Tiberium is announced, that's what the community has had their perceptions inundated by... the promise of "Renegade 2". But EA didn't promise that, baseless sources and misinformation did.

I'm simply saying: EA didn't lead anybody on here about Renegade 2, the community led itself on by listening to bullshit rumours.

The fact Apoc posted here doesn't mean Tiberium is going to be Renegade 2. Why wouldn't he post here? That's aside from the fact that the community has heard so much crap about this game from anonymous sources, the majority of which were probably wildly skewed or simply made up on the spot. You must agree it's about time we heard about the game from EA.

It may not have C&C mode, but you don't know what gameplay mode it WILL have any more than I do. Wait and see.

Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 22 Dec 2007 01:13:15 GMT

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Yeah I agree about the rumors. That's sort of ties with what I'm trying to say, because people were "expecting" a Renegade 2, but that was all unfortunately baseless or simply mistaken.

Quote:

It may not have C&C mode, but you don't know what gameplay mode it WILL have any more than I do. Wait and see.

It's too early to say, and they still might change things around, but as of now (2 years in development) the Game Informer article for Tiberium is giving vivid comparisons between Tiberium MP and Battlefield 2.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Mighty BOB!](#) on Sat, 22 Dec 2007 02:12:39 GMT

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I wasn't expecting a Renegade clone, or a sequel to Renegade's 'story' but I was at least expecting a C&C mode (in addition to whatever other modes they would come up with.)

I mean come on, how many FPS games are there out there with a "control the capture points to win" multiplayer mode?

As for realism, it isn't my cup of tea as I said in my previous post, which is why I probably won't be getting Tiberium. I recently bought the Orange Box and have been having oh so much fun in TF2. I love the arcade-y gameplay; it's even more arcade-y than Renegade. I've only had TF2 for 2-3 weeks now but already I've racked up almost as much play time as C&C3 which I've had since the day it shipped.

Spoony wrote on Fri, 21 December 2007 14:40{SB}Lone0001 wrote on Fri, 21 December 2007 14:16EA having innovative and new ideas

Why not? They did with RTS's. Which was the first RTS to get rid of the horribly flawed MCV and insta-build system?

Warcraft? The peon system has been around for ages and was nothing new or innovative in Generals if that's what you're alluding to.

Unless you're simply saying that EA broke with MCV tradition in Generals by being the first C&C to use the peon system.

Subject: Re: C&C Tiberium - FPS Game

Posted by [MiLeNCoL](#) on Mon, 24 Dec 2007 12:53:27 GMT

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FUCK THIS GAME id rather stick with playing renegade than even waste my time looking at anything to do with this game

Subject: Re: C&C Tiberium - FPS Game

Posted by [Starbuzz](#) on Mon, 24 Dec 2007 18:11:01 GMT

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Spoony wrote on Fri, 21 December 2007 16:08It may not have C&C mode, but you don't know what gameplay mode it WILL have any more than I do. Wait and see.

It maybe unique but a lot of things had to come together to make C&C Mode a fast hit among players. But will history repeat itself again with this new FPS? I am skeptical.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Scrin](#) on Wed, 26 Dec 2007 22:41:21 GMT
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i dont care about which game of cnc will be next... or what engine it will be...i love tiberium universe and its ok for me.. i buy it for play, for storyline and for my cnc collection

Subject: Re: C&C Tiberium - FPS Game
Posted by [Troopzor](#) on Thu, 27 Dec 2007 06:45:27 GMT
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To bad "Tiberium" isn't "technically" a C&C.....:

<http://forums.ea.com/mboards/thread.jspa?threadID=318196&start=0&tstart=15>

Oh and funny thing...:

Quote:I challenge everyone to not be the typical C&C/Renegade community with over-grossed assumptions...

Found this quote when I was loking for that link

Subject: Re: C&C Tiberium - FPS Game
Posted by [BlueThen](#) on Thu, 27 Dec 2007 06:48:40 GMT
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If Tiberium isn't going to be a CnC game, then I don't give a fuck about it or it's gameplay, otherwise, it better be CnC related.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Troopzor](#) on Thu, 27 Dec 2007 06:52:48 GMT
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thats the funny part, Its C&C Tiberium universes story, buuuuuuuut it isn't a C&C.... Makes no sense to me why they are doing this...

Oh and uhhhhh, sign for C&C_Mode
<http://www.thepetitionsite.com/1/cncmodeplease>

Subject: Re: C&C Tiberium - FPS Game
Posted by [BlueThen](#) on Thu, 27 Dec 2007 07:43:46 GMT
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petitions don't work. :/

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 27 Dec 2007 17:23:52 GMT
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That's the thing about petitions, most of the time they don't work, which is why some mods have taken action.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Starbuzz](#) on Thu, 27 Dec 2007 17:27:06 GMT
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No need for petitions when Renegade 2007 is progressing steadily and nicely.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Crimson](#) on Thu, 27 Dec 2007 19:28:25 GMT
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I don't support any options that tear apart the community.

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 27 Dec 2007 20:13:57 GMT
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Who's tearing apart the community? Almost all the people here enjoy seeing progress for such W3D mods as APB, Apoc Rising, Reborn, Roleplay 2, and such nextgen mods as C&C Farcry, Command & Crisis, and Ren07. There's really nothing wrong with it - they're free anyway and if people enjoy playing them, nothing happens to the community. Tiberium on the other hand WILL split the community as some will support it and buy it, some will stick here.

Subject: Re: C&C Tiberium - FPS Game
Posted by [R315r4z0r](#) on Thu, 27 Dec 2007 21:45:44 GMT
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People are allowed to play more than one game at a time.

If I have Tiberium installed on my PC, that doesn't mean that I can't play Renegade anymore...

Subject: Re: C&C Tiberium - FPS Game
Posted by [Spoony](#) on Thu, 27 Dec 2007 22:48:35 GMT
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[NEFobby[GEN] wrote on Thu, 27 December 2007 14:13]Tiberium on the other hand WILL split the community as some will support it and buy it, some will stick here. if people don't "stick here" after Tiberium's release, that would surely mean Tiberium is, to those people, better than Renegade.

Frankly, I'm just waiting for Tiberium to be released, turn out to be actually very good, and watch half the people here get really angry at that.

Subject: Re: C&C Tiberium - FPS Game
Posted by [cmatt42](#) on Thu, 27 Dec 2007 23:08:32 GMT
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Spoony wrote on Thu, 27 December 2007 16:48
Frankly, I'm just waiting for Tiberium to be released, turn out to be actually very good, and watch half the people here get really angry at that.
If it were good, why would that be the outcome? Wouldn't they just go out and buy it instead?

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 27 Dec 2007 23:36:12 GMT
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If it were good I'd go out and buy it. From the looks of it though, it'll be a Battlefield clone... I'll probably just play it for a few weeks then come back to Renegade. That happens with every game.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Crimson](#) on Fri, 28 Dec 2007 01:24:57 GMT
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I hope Tiberium is good. Hell, I hope it's so good that no one needs to play Renegade anymore. I doubt it will happen, and I won't expect it to happen either, but I will do anything I can to help make Tiberium a success. But, in the case where Tiberium is to Renegade what C&C3 is to Renegade (which is what I expect), then Renegade will still be here and I will keep going on as I always do.

For the record, I don't support any of the so-called "next generation" mods, with statements such

as these:

"We as a community are just looking for a new Renegade-type game to move onto next."

... which is a lie. I think if you somehow managed to poll everyone who still plays Renegade, you'd find that most of them would prefer Renegade to be fixed rather than to see it recreated on some other engine which would probably require computer upgrades, purchasing some other game, installing some other game and getting it to work on their system, learning some other engine/game's controls, learning to mod on a new engine, etc. You can try to argue that all you'd like but it's not a far-fetched idea or simply my opinion that people in general do not like change or expending extra effort to play a game. If you need evidence, just look at the a000 "problem".

Subject: Re: C&C Tiberium - FPS Game
Posted by [MiLeNCoL](#) on Fri, 28 Dec 2007 01:58:19 GMT
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guys guys RenIsLife

Subject: Re: C&C Tiberium - FPS Game
Posted by [GEORGE ZIMMER](#) on Fri, 28 Dec 2007 02:33:53 GMT
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I'm just waiting to see the outcome of it. So far, from early looks, it seems like a battlefield clone. However, I'll judge when it comes out. I'm hoping all our concerns will be mistaken and it'll be a great addition to C&C, not a "great" addition to C&C like Generals.

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 28 Dec 2007 02:49:50 GMT
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Quote:

... which is a lie. I think if you somehow managed to poll everyone who still plays Renegade, you'd find that most of them would prefer Renegade to be fixed rather than to see it recreated on some other engine which would probably require computer upgrades, purchasing some other game, installing some other game and getting it to work on their system, learning some other engine/game's controls, learning to mod on a new engine, etc. You can try to argue that all you'd like but it's not a far-fetched idea or simply my opinion that people in general do not like change or expending extra effort to play a game. If you need evidence, just look at the a000 "problem".

Sure, there are people just looking for an amped up Renegade - but there are plenty (which is an understatement) of people who are simply tired of the obvious problems. Some of these problems are simply limitations of the W3D engine; things you cannot fix. Till today I see the same bugs in the game that it had 6 tears ago, despite lots of mods trying to improve the game and engine. I am a modder and I've worked with the W3D engine for a few years now; I am quite familiar with its

faults and limitations over newer engines.

I've run into literally hundreds of people from the UT community who are former Renegade players; who used to be people like me or you, who have left the game simply because of these problems and are thrilled to see mods like C&Crysis and Ren07.

Most people don't need a new computer to play Unreal Tournament 3. This is a non-issue; UT3 has very low minimum specs chart. Almost everyone I know was able to run their Betademo; my brother has a 5 year old computer and is still able to run the game on low settings. Even if you're not able to run UT3, you might as well buy a new PC for Tiberium, which is a next-gen title.

Surely I never said my mod is for everyone. Nor are we 'forcing' anyone to buy UT3 to play our mod, but the 3 major communities I have high statuses in are thrilled to see C&C Renegade reborn anew. Heck, dozens of posts on this very thread are saying the exact same thing. After Apoc stated that there won't be a C&C mode, we received a huge jump in popularity, making December our best month in terms of unique site hits.

If Tiberium becomes something innovating and what we hope it to be, I have no problem purchasing that game, purchasing a new PC to play it on high settings, and move my clan community to that game. However as Apoc has said, we should not be looking at it as a Renegade 2, so I'm not going to get my hopes up. We'll see though.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ethenal](#) on Fri, 28 Dec 2007 02:53:32 GMT
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Just to reiterate what Fobby said, UT3 has very low specs compared to games like Crysis. If you can maintain a decent 30FPS in a 40 player Renegade server, chances are you can run UT3.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Mighty BOB!](#) on Fri, 28 Dec 2007 03:52:40 GMT
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Crimson wrote on Thu, 27 December 2007 19:24 I think if you somehow managed to poll everyone who still plays Renegade, you'd find that most of them would prefer Renegade to be fixed rather than to see it recreated on some other engine

Maybe. In fact I would probably be one of the ones voting for fixing Renegade rather than remaking it, but face it, unless EA releases source code Renegade will NEVER be "fixed."

Subject: Re: C&C Tiberium - FPS Game
Posted by [nopol10](#) on Fri, 28 Dec 2007 03:53:33 GMT
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Ethenal wrote on Fri, 28 December 2007 10:53 Just to reiterate what Fobby said, UT3 has very low specs compared to games like Crysis. If you can maintain a decent 30FPS in a 40 player Renegade server, chances are you can run UT3.

Not true... I have to run UT3 at lowest to frag some people properly while I can run Rene at highest in a huge server at around 70fps.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ethenal](#) on Fri, 28 Dec 2007 04:00:52 GMT
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nopol10 wrote on Thu, 27 December 2007 21:53 Ethenal wrote on Fri, 28 December 2007 10:53 Just to reiterate what Fobby said, UT3 has very low specs compared to games like Crysis. If you can maintain a decent 30FPS in a 40 player Renegade server, chances are you can run UT3.

Not true... I have to run UT3 at lowest to frag some people properly while I can run Rene at highest in a huge server at around 70fps.

You must have a strong CPU and a terrible video card. I run 5-20FPS on n00bstories (50 players), but can run UT3 with around 50-60.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Lone0001](#) on Fri, 28 Dec 2007 08:25:40 GMT
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I get 30-50fps with a 2ghz processor and a crappy video card, and UT3 doesn't even load for me.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ryu](#) on Fri, 28 Dec 2007 10:16:07 GMT
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Ethenal wrote on Fri, 28 December 2007 04:00 nopol10 wrote on Thu, 27 December 2007 21:53 Ethenal wrote on Fri, 28 December 2007 10:53 Just to reiterate what Fobby said, UT3 has very low specs compared to games like Crysis. If you can maintain a decent 30FPS in a 40 player Renegade server, chances are you can run UT3.

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You must have a strong CPU and a terrible video card. I run 5-20FPS on n00bstories (50 players), but can run UT3 with around 50-60.

How much ram do you have?

Also, turn on Anti-aliasing to 2MSAA, I'm pretty sure you'll notice more FPS.

Spoony wrote on Thu, 27 December 2007 22:48

Frankly, I'm just waiting for Tiberium to be released, turn out to be actually very good, and watch half the people here get really angry at that.

I was thinking about something similar to this, and I realised:

If people actually love this game, not only does it prove it's good, but EA actually got it right this time, hopefully it isn't a shitty clone of BF2/BF2142 and has an original idea.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Crimson](#) on Fri, 28 Dec 2007 17:26:35 GMT

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Mighty BOB! wrote on Thu, 27 December 2007 20:52Crimson wrote on Thu, 27 December 2007 19:24I think if you somehow managed to poll everyone who still plays Renegade, you'd find that most of them would prefer Renegade to be fixed rather than to see it recreated on some other engine

Maybe. In fact I would probably be one of the ones voting for fixing Renegade rather than remaking it, but face it, unless EA releases source code Renegade will NEVER be "fixed."

Yes, if only they would release it... *evil grin*

Yes, if that were to happen I'd certainly be a big part in the efforts to work with the source code and get all those bugs fixed and the engine and netcode updated.

Subject: Re: C&C Tiberium - FPS Game

Posted by [trooprm02](#) on Sat, 29 Dec 2007 02:54:06 GMT

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3 CNC universes:

- 1)red alert, that WWII style thing
- 2)tiberium, renegade, tiberium sun, C&C3 everything else
- 3) generals

^heres the tricky part, the game is called Tiberium, but NOT set in the tiberium universe? But yes it is C&C Tiberium, so I assume, new universie, which is fine, aslong as a C&C Mode is included.

Subject: Re: C&C Tiberium - FPS Game
Posted by [GEORGE ZIMMER](#) on Sat, 29 Dec 2007 02:57:27 GMT
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They don't mean a new universe, I think, pretty sure they just mean a whole new line of games.
Which means, more C&C FPS's are on the way.

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 29 Dec 2007 05:17:28 GMT
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I think what they mean, according to some things Apoc has said, is: C&C will continue as a line of RTS's, while the 'Tiberium' series will be tactical squad FPS games.

Subject: Re: C&C Tiberium - FPS Game
Posted by [trooprm02](#) on Sat, 29 Dec 2007 05:31:14 GMT
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NEW SCREENSHOTS:

<http://img186.imageshack.us/my.php?image=tib2wb0.jpg>

<http://img80.imageshack.us/my.php?image=tib1cg0.jpg>

Subject: Re: C&C Tiberium - FPS Game
Posted by [Ethenal](#) on Sat, 29 Dec 2007 05:38:31 GMT
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trooprm02 wrote on Fri, 28 December 2007 23:31
NEW SCREENSHOTS:

<http://img186.imageshack.us/my.php?image=tib2wb0.jpg>

<http://img80.imageshack.us/my.php?image=tib1cg0.jpg>

Looks pretty cool.

Subject: Re: C&C Tiberium - FPS Game
Posted by [BlueThen](#) on Sat, 29 Dec 2007 06:06:41 GMT
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troopr02 wrote on Fri, 28 December 2007 23:31NEW SCREENSHOTS:

<http://img186.imageshack.us/my.php?image=tib2wb0.jpg>

<http://img80.imageshack.us/my.php?image=tib1cg0.jpg>
Holy shit!

I want that mod.

Subject: Re: C&C Tiberium - FPS Game
Posted by [w0dka](#) on Sat, 29 Dec 2007 07:26:17 GMT
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Viking wrote on Wed, 12 December 2007 04:29

There are no respawn points in real life.

really? you tried?

i'll hope they bring the full renegade style back in there...
A graphicupdate is nice... but balancing and gameplayexperience shall at first not change...

Subject: Re: C&C Tiberium - FPS Game
Posted by [IronWarrior](#) on Sat, 29 Dec 2007 13:26:35 GMT
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troopr02 wrote on Fri, 28 December 2007 23:31NEW SCREENSHOTS:

<http://img186.imageshack.us/my.php?image=tib2wb0.jpg>

<http://img80.imageshack.us/my.php?image=tib1cg0.jpg>

LOL

Subject: Re: C&C Tiberium - FPS Game
Posted by [Dreganius](#) on Sat, 29 Dec 2007 13:52:05 GMT
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BWAHAHAHAHAHAHA! I like this new rendition of BF2.

Subject: Re: C&C Tiberium - FPS Game
Posted by [milk](#) on Sat, 29 Dec 2007 17:48:32 GMT
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trooprm02 wrote on Sat, 29 December 2007 00:31NEW SCREENSHOTS:

<http://img186.imageshack.us/my.php?image=tib2wb0.jpg>

<http://img80.imageshack.us/my.php?image=tib1cg0.jpg>

I lol'd
nais one

Subject: Re: C&C Tiberium - FPS Game
Posted by [Nukelt15](#) on Sat, 29 Dec 2007 19:36:22 GMT
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I do not trust EA with shooters. After the rancid crap that was BF2 (I mean, come on- the game had a bug that made players invincible while jumping, and it didn't get caught in the beta? Nevermind all the gameplay flaws; the bugs were bad enough on their own), and after the bloody built-in adware of 2142 (pay \$50 for a game, get charged for running a dedicated server- which most other games let you do on your own computer for free- and get advertised to anyway. Earth to EA: ads are for freeware and shareware, NOT paid products. AOL is not the example you should be learning from), I have zero faith in anything else they produce.

Hell, the only reason I haven't boycotted their crap completely is because I wanted to see where C&C3 took the story; that it was an exception to the "EA makes shit" rule was a nice plus but an exception is exactly what that was.

Renegade kicked ass because, despite the obvious differences between it and the games it was based on, it still captured the feel of the universe. In the end, it was still about outproducing and outmaneuvering the enemy with the ultimate goal of destroying their base. The damage model also closely followed that of the RTS titles- massed firepower was necessary to achieve quick kills on armor, and even infantry battles could drag out in one-on-one fights. It may not have captured the feel of its parent games perfectly, but it came about as close to creating the sensation of "Grunt's-Eye RTS" as anything could have. That made Ren something unique; it played out like no other game I can think of. IMHO, that puts Ren somewhere in the company of titles like System Shock 2 and Tribes- games that did something different and were loads of fun anyway (and which, like Ren, have developed a cult following which stubbornly refuses to abandon ship for newer games).

"Tiberium" looks to be just another "let's do it again, but change the faceplate" game of the sort that has become unfortunately more and more popular, especially with EA. It may turn out fine as a game, but it's also effectively guaranteed to feel nothing at all like something that belongs in the C&C universe. It will feel like a standard-issue shooter riding the brand name to glory, which will very likely give it the same status to a lot of long-time series fans as Generals had (that is, C&C in

name only).

I really want to adopt a wait-and-see attitude Tiberium this is concerned, and the fact that EA got C&C3 at least partially right makes that desire stronger... but somehow, I just can't believe that this has any chance of turning out well.

Subject: Re: C&C Tiberium - FPS Game
Posted by [trooprm02](#) on Sat, 29 Dec 2007 19:49:27 GMT
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^that guy byfar makes the longest posts, the most often out of any forum that I've ever been a part of, but atleast he's right.

thats the point, how fucking tired is everyone of EA rapin the BF franchise? Tired. Even themselves as they see they can't make another BF, so they decide, hmhm other popular franchise? C&C? Oh, lets do BF3, uh I mean, "Tiberium"!

They already look bad for doing this sorta thing as many times as they already have, lets see how long they can keep it going...

Subject: Re: C&C Tiberium - FPS Game
Posted by [MiLeNCOL](#) on Sun, 30 Dec 2007 15:53:44 GMT
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trooprm02 wrote on Fri, 28 December 2007 23:31NEW SCREENSHOTS:

<http://img186.imageshack.us/my.php?image=tib2wb0.jpg>

<http://img80.imageshack.us/my.php?image=tib1cg0.jpg>

picture 2 is better !!!!!!!!!!!

Subject: Re: C&C Tiberium - FPS Game
Posted by [Nightma12](#) on Sun, 30 Dec 2007 20:47:13 GMT
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so..

Where has Apoc gone?

Subject: Re: C&C Tiberium - FPS Game
Posted by [IronWarrior](#) on Sun, 30 Dec 2007 21:25:46 GMT
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Nightma12 wrote on Sun, 30 December 2007 14:47so..

Where has Apoc gone?

Who is that again.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Crimson](#) on Mon, 31 Dec 2007 09:00:05 GMT
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I think he's on vacation actually.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Troopzor](#) on Thu, 17 Jan 2008 01:20:29 GMT
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well we are halfway through January.... and so far the Multi-player sounds more and more like a 1v1 tower point capture game:

Quote:> MULTI PLAY: We only had a quick glimpse of the multiplayer, but this could turn out to be the most popular part of the Tiberium package. Unlike most squad-based shooters, online play isn't about team deathmatch or anything obvious like that, instead players are able to take their AI armies into battle, with the ultimate aim to capture enough strategic positions in order to launch an Ion Cannon upon the opponent's base. "We wanted to offer something different and be unique, so that's really the driver for us," Plummer says. "This commanding of your units is so central to the game design and your arsenal that we felt this was a big opportunity to bring that into multiplayer and provide something new."

source: <http://forums.ea.com/mboards/thread.jsps?threadID=326702&tstart=0>

sign pweez: <http://www.thepetitionsite.com/1/cncmodeplease>

Subject: Re: C&C Tiberium - FPS Game
Posted by [trooprm02](#) on Thu, 17 Jan 2008 21:21:15 GMT
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"I think that the big learning from Renegade was that it didn't have command, it didn't have leadership, it didn't have those compulsions that are so expected from a game that's inspired by Command & Conquer," Plummer is quick to confirm. "We wanted to take that experience and bring it into first person. Really, the direction that we've gone in this time is that the take on the

universe is...let's call it 'hyper real.'

^Biggest bullshit Ive ever read. EA is back on my shitlist.

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 17 Jan 2008 21:23:42 GMT
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Wow that made Renegade sound like it's not a team game.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Troopzor](#) on Fri, 18 Jan 2008 21:38:23 GMT
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funny thing is, they could've just made a "command" function for it, but keep C&C Mode, I swear these supposed "C&C fans" working on these new EA C&C games don't seem like real fans to me at all.....

oh and 1st trailer released: <http://forums.ea.com/mboards/thread.jspa?threadID=328283&tstart=0>

I don't have any worries about the single player for this game, cept the new Titan design, the multi-player is the big concern for me...

Subject: Re: C&C Tiberium - FPS Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 18 Jan 2008 23:20:28 GMT
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I just think it's kind of ironic that they're criticizing Renegade for not being C&C enough, and yet their game multiplayer mode has no correlation to Command & Conquer except for the fact that you're capturing tiberium spike respawn points.

Subject: Re: C&C Tiberium - FPS Game
Posted by [Lone0001](#) on Sat, 19 Jan 2008 00:29:47 GMT
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Wow that trailer was gay first thing I thought when I saw the helmet is halo stupid EA

Subject: Re: C&C Tiberium - FPS Game
Posted by [BlueThen](#) on Sat, 19 Jan 2008 00:33:06 GMT
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Looks like it'll suck...

I'll buy it anyways.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Lone0001](#) on Sat, 19 Jan 2008 00:42:28 GMT

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yes everyone buy it and they will make more crappy ones it would set a example to EA if no one bought it I mean you are not even missing anything if you want the game play in that go play bf2!

Subject: Re: C&C Tiberium - FPS Game

Posted by [trooprm02](#) on Sat, 19 Jan 2008 02:58:35 GMT

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I will enjoy "buying" this game.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Renx](#) on Tue, 29 Jan 2008 15:49:03 GMT

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Does anyone have the link to the thread where Apoc say outright that Tiberium will not have a C&C Mode?

Subject: Re: C&C Tiberium - FPS Game

Posted by [GEORGE ZIMMER](#) on Tue, 29 Jan 2008 16:05:49 GMT

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That kind of bothers me that they're saying Renegade didn't have much team play. The only team play it didn't have was in multiplayer practice mode, where you couldn't command AI units.

Otherwise, it was a purely player team-oriented game.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Renx](#) on Tue, 29 Jan 2008 16:23:25 GMT

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Renegade did have teamplay, and if you used teamwork it was incredibly easy to win against an unorganized team. But teamwork wasn't required to win, and unfortunately it was far too easy not to

use teamwork and still do just that.

Subject: Re: C&C Tiberium - FPS Game

Posted by [GEORGE ZIMMER](#) on Tue, 29 Jan 2008 16:31:08 GMT

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Not necessarily- Usually when two teams go on for ages with nothing too special happening, it's in a public server- Where pretty much no one is a team player.

Therefore, usually, both teams aren't very coordinated, hence them both being somewhat even.

However, I've won a number of games thanks to some (albit rare) teamplay.

Subject: Re: C&C Tiberium - FPS Game

Posted by [Troopzor](#) on Wed, 30 Jan 2008 20:24:10 GMT

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Renx wrote on Tue, 29 January 2008 09:49Does anyone have the link to the thread where Apoc say outright that Tiberium will not have a C&C Mode?

<http://forums.ea.com/mboards/thread.jspa?threadID=318190&tstart=75>

Subject: Re: C&C Tiberium - FPS Game

Posted by [BlueThen](#) on Wed, 30 Jan 2008 20:34:24 GMT

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You know what's ironic, I don't really think about this, but 99% of the people I know who play Renegade complain about teamplay.

Have you ever realized that YOU might be the one unconsciously "not teamplaying," or the one who's trying to order everyone around then actually cooperate with people?
