
Subject: tiberium.com launched
Posted by [Goztow](#) on Wed, 19 Dec 2007 09:01:34 GMT
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EA has launched the official website for the new C&C FPS, called Tiberium. Visit it at www.tiberium.com.

Not much content yet, though (obviously).

Subject: Re: tiberium.com launched
Posted by [trooprm02](#) on Thu, 20 Dec 2007 21:29:45 GMT
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Check it now guys, SIIICK.

Subject: Re: tiberium.com launched
Posted by [Viking](#) on Fri, 28 Dec 2007 21:07:38 GMT
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Battle field tiberian!

(what it SHOULD be called)

Subject: Re: tiberium.com launched
Posted by [Starbuzz](#) on Fri, 28 Dec 2007 21:29:42 GMT
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Viking wrote on Fri, 28 December 2007 15:07Battle field tiberian!

(what it SHOULD be called)

HAHA! Makes sense!

Subject: Re: tiberium.com launched
Posted by [Staude](#) on Sat, 05 Jan 2008 18:26:22 GMT
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Starbuzz wrote on Fri, 28 December 2007 15:29Viking wrote on Fri, 28 December 2007 15:07Battle field tiberian!

(what it SHOULD be called)

HAHA! Makes sense!

Na battlefield tiberium.. its ea afterall.. if it doesn't contain tiberium instead of tiberian ill be very surprised to any command & conquer EA titles..

infact EA would probably call red alert 3 "Command & Conquer Red Alert 3: No Tiberium !"

who ever hired their creative department should be fired.. along with the entire creative department.

Subject: Re: tiberium.com launched
Posted by [renohol](#) on Wed, 09 Jan 2008 09:00:56 GMT
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being EA I bet they wanna charge \$20 a month to play multiplayer

Subject: Re: tiberium.com launched
Posted by [thrash300](#) on Sat, 12 Jan 2008 20:58:24 GMT
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Goztow wrote on Wed, 19 December 2007 01:01EA has launched the official website for the new C&C FPS, called Tiberium. Visit it at www.tiberium.com.

Not much content yet, though (obviously).

Fuck EA They Totaly Ruined Command And Conquer I Think.

Subject: Re: tiberium.com launched
Posted by [Lone0001](#) on Sun, 13 Jan 2008 00:14:38 GMT
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Dover wrote on Sat, 12 January 2008 15:06thrash300 wrote on Sat, 12 January 2008 12:58Goztow wrote on Wed, 19 December 2007 01:01EA has launched the official website for the new C&C FPS, called Tiberium. Visit it at www.tiberium.com.

Not much content yet, though (obviously).

Fuck EA They Totaly Ruined Command And Conquer I Think.

Fuck You, You're Ruining The English Lanuage Every Time You Post.
You Only Hate EA Because All The Cool Kids Are Doing It. You Know What Ruined Command And Conquer? Tiberian Sun And Red Alert 2. Generals Was A Fantastic Game, But People Can't Look Past To See That Because They're Too Busy Complaining About The Lack Of Stealth Tanks. Get The Fuck Off Of My Internet.

Generals is the worst C&C game ever! I wouldn't even consider it a C&C since it is so horrible(same goes for ZH of course), RA2 and TS Pwn!

Subject: Re: tiberium.com launched
Posted by [Dover](#) on Sun, 13 Jan 2008 00:36:40 GMT
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{SB}Lone0001 wrote on Sat, 12 January 2008 16:14Dover wrote on Sat, 12 January 2008 15:06thrash300 wrote on Sat, 12 January 2008 12:58Goztow wrote on Wed, 19 December 2007 01:01EA has launched the official website for the new C&C FPS, called Tiberium. Visit it at www.tiberium.com.

Not much content yet, though (obviously).

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Generals is the worst C&C game ever! I wouldn't even consider it a C&C since it is so horrible(same goes for ZH of course), RA2 and TS Pwn!

TS missed the mark with the atmosphere.

RA2 can't be taken as a serrious C&C game, and in no way, shape, or form is it a proper sequel to the glory of RA1. RA2 is a fucking parody, and a poorly balanced one at that (Elite GIs outrange Telsa Coils?!)

Zero Hour, on the other hand, is freaking fantastic. It plays the way a strategy game 'ought to.

Subject: Re: tiberium.com launched
Posted by [Lone0001](#) on Sun, 13 Jan 2008 02:02:14 GMT
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oh so you mean a strategy game to be played lag free it needs a supercomputer?

Subject: Re: tiberium.com launched
Posted by [Dover](#) on Sun, 13 Jan 2008 02:18:23 GMT
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{SB}Lone0001 wrote on Sat, 12 January 2008 18:02oh so you mean a strategy game to be played

lag free it needs a supercomputer?

My current machine is far from a Supercomputer. In fact, the video card is ridiculously outdated (I get like, 15-20 FPS in CS:S), yet I still run both Generals and Zero Hour without issues.

Maybe it's time you upgrade that Pentium II?

Subject: Re: tiberium.com launched
Posted by [Lone0001](#) on Sun, 13 Jan 2008 02:30:06 GMT
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no I don't think it requires so much of a video card but better processor and ram.

Subject: Re: tiberium.com launched
Posted by [Dover](#) on Sun, 13 Jan 2008 08:31:10 GMT
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I don't have a super processor either, and I only have 1 gig of Ram. What are you trying to say?

Subject: Re: tiberium.com launched
Posted by [Lone0001](#) on Sun, 13 Jan 2008 19:29:19 GMT
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I'm saying the main reason Generals and ZH suck is because pretty much no matter what your specs were it would still lag like heck, and the fact that it just sucks in general.

Subject: Re: tiberium.com launched
Posted by [Dover](#) on Sun, 13 Jan 2008 21:32:32 GMT
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{SB}Lone0001 wrote on Sun, 13 January 2008 11:29 I'm saying the main reason Generals and ZH suck is because pretty much no matter what your specs were it would still lag like heck, and the fact that it just sucks in general.

Your statement is false. My specs suck, and it does not "lag like heck" for me. "Just sucks in general" is pretty vague, and it's also a matter of opinion.

Just admit that you're hating on Generals because that's what all the cool-kids are doing on these forums. Everyone else is hating EA for reasons they're not quite sure about, and you figured you might as well just jump the bandwagon, right?

Subject: Re: tiberium.com launched
Posted by [Lone0001](#) on Mon, 14 Jan 2008 21:00:58 GMT
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No I just hate it for the fact it really has nothing to do with C&C and the fact like I stated it just pretty much lags on every computer.

EDIT: I have used it on 2 computers so far and it has lagged on both.

Subject: Re: tiberium.com launched
Posted by [OWA](#) on Mon, 14 Jan 2008 22:14:55 GMT
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Generals sucks because it isn't related to C&C at all apart from the name.

Subject: Re: tiberium.com launched
Posted by [Dover](#) on Tue, 15 Jan 2008 00:31:39 GMT
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The fact that it isn't related to C&C apart from the name does not mean it's a bad game.

For example, StarCraft has nothing to do with C&C, yet it's a fantastic game.

{SB}Lone0001 wrote on Mon, 14 January 2008 13:00EDIT: I have used it on 2 computers so far and it has lagged on both.

Try using it on one computer that doesn't suck.

Subject: Re: tiberium.com launched
Posted by [trooprm02](#) on Tue, 15 Jan 2008 01:40:34 GMT
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Dover wrote on Mon, 14 January 2008 18:31The fact that it isn't related to C&C apart from the name does not mean it's a bad game.

For example, StarCraft has nothing to do with C&C, yet it's a fantastic game.

^^LOL, you're smart!

Subject: Re: tiberium.com launched
Posted by [Dover](#) on Tue, 15 Jan 2008 02:38:43 GMT
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MWright968 wrote on Mon, 14 January 2008 17:40
Dover wrote on Mon, 14 January 2008 18:31
The fact that it isn't related to C&C apart from the name does not mean it's a bad game.

For example, StarCraft has nothing to do with C&C, yet it's a fantastic game.

^LOL, you're smart!

Subject: Re: tiberium.com launched
Posted by [Lone0001](#) on Tue, 15 Jan 2008 02:50:32 GMT
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You can't really compare it with starcraft considering it has nothing to do with C&C, according to EA Generals is part of C&C Series but it just sucks and most would consider it not apart of C&C at all.

Subject: Re: tiberium.com launched
Posted by [Dover](#) on Tue, 15 Jan 2008 13:42:40 GMT
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A game doesn't need to be based in the C&C Universe to be good.

Generals is not based in the C&C Universe. This does not stop it from being good.

Logics.

Subject: Re: tiberium.com launched
Posted by [Spoony](#) on Wed, 16 Jan 2008 06:17:25 GMT
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read the 'quote' in my signature tbh

Subject: Re: tiberium.com launched
Posted by [bisen11](#) on Fri, 18 Jan 2008 18:28:16 GMT
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Spoony wrote on Wed, 16 January 2008 01:17
read the 'quote' in my signature tbh

Generals isn't really C&C gameplay in my oppinion. It's more like Age of empires or one of those games... Plus FPS C&C gameplay is a lot different than normal FPS gameplay. C&C RTS gameplay isn't all that different than regular RTS gameplay. The main difference I'd probably note

is they way the buildings are constructed.

Subject: Re: tiberium.com launched
Posted by [Spoony](#) on Sat, 19 Jan 2008 01:25:17 GMT
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bisen11 wrote on Fri, 18 January 2008 12:28Spoony wrote on Wed, 16 January 2008 01:17read the 'quote' in my signature tbh

Generals isn't really C&C gameplay in my oppinion. It's more like Age of empires or one of those games...
It's RTS gameplay. C&C created RTS, most RTS games are simply evolutions of the gameplay C&C (well, Dune 2 really) created.

Subject: Re: tiberium.com launched
Posted by [Dover](#) on Sat, 19 Jan 2008 23:50:31 GMT
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bisen11 wrote on Fri, 18 January 2008 10:28Spoony wrote on Wed, 16 January 2008 01:17read the 'quote' in my signature tbh

Generals isn't really C&C gameplay in my oppinion. It's more like Age of empires or one of those games... Plus FPS C&C gameplay is a lot different than normal FPS gameplay. C&C RTS gameplay isn't all that different than regular RTS gameplay. The main difference I'd probably note is they way the buildings are constructed.

That's it? That's the reason people don't like Generals? Because you have a "worker" unit doing building construction instead of the crappy (Before the nice facelift it got in C&C 3) sidebar system?

For fucks sake, learn to recognize progress when you see it.

Subject: Re: tiberium.com launched
Posted by [bisen11](#) on Wed, 23 Jan 2008 15:32:29 GMT
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Dover wrote on Sat, 19 January 2008 18:50bisen11 wrote on Fri, 18 January 2008 10:28Spoony wrote on Wed, 16 January 2008 01:17read the 'quote' in my signature tbh

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"main difference"

Plus I never said I dislike like generals. Just that I like the other C&C games better (Tib sun and FS are kind of iffy as to whether better or worse than generals in my oppinion)

Subject: Re: tiberium.com launched

Posted by [Dover](#) on Thu, 24 Jan 2008 10:03:51 GMT

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bisen11 wrote on Wed, 23 January 2008 07:32Dover wrote on Sat, 19 January 2008 18:50bisen11 wrote on Fri, 18 January 2008 10:28Spoony wrote on Wed, 16 January 2008 01:17read the 'quote' in my signature tbh

Generals isn't really C&C gameplay in my oppinion. It's more like Age of empires or one of those games... Plus FPS C&C gameplay is a lot different than normal FPS gameplay. C&C RTS gameplay isn't all that different than regular RTS gameplay. The main difference I'd probably note is they way the buildings are constructed.

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For fucks sake, learn to recognize progress when you see it.

"main difference"

Plus I never said I dislike like generals. Just that I like the other C&C games better (Tib sun and FS are kind of iffy as to whether better or worse than generals in my oppinion)

Care to name another difference? The only one I can think of is that there's no limit to how many super weapons can be built, but considering the ridiculousness of Superweapons in Yuri's Revenge, that's not much of a problem.

My ranking for C&C games is as follows:

- 1) Red Alert 1
- 2) Zero Hour
- 3) Tiberium Wars
- 4) Tiberium Dawn
- 5) Yuri's Revenge

6) Firestorm

I deliberately didn't include Renegade, since it's an FPS as opposed to an RTS. I also didn't include Sole Survivor, because I haven't managed to actually play against someone with it yet.

Subject: Re: tiberium.com launched
Posted by [bisen11](#) on Thu, 24 Jan 2008 13:48:23 GMT
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Aside from tiberium wars, it has it where you have a que with each structure instead of one (which I actually like). Also the powers work a little differently. In the Expansion there can be a power imbalance especially with the regular teams and their special generals. There's normal resources that run out and then infinite resource buildings that you can create. There's more ways to steal enemy vehicles.

Subject: Re: tiberium.com launched
Posted by [Dover](#) on Thu, 24 Jan 2008 22:14:42 GMT
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bisen11 wrote on Thu, 24 January 2008 05:48: Aside from tiberium wars, it has it where you have a que with each structure instead of one (which I actually like). Also the powers work a little differently. In the Expansion there can be a power imbalance especially with the regular teams and their special generals. There's normal resources that run out and then infinite resource buildings that you can create. There's more ways to steal enemy vehicles.

The infinite resource buildings (And hackers) are to offset the fact that unlike in every other C&C game ever, the "Tiberium" and "ore" of generals does not replenish itself. Ever. It's effects on gameplay are minimal.

As for stealing vechs, nothing really tops Yuri's Revenge for stealing enemy units. An entire faction is based on the concept. Nothing unique or special about stealing units in Generals.

The seperate build ques I would say falls under the "peon system" of building, which I mentioned above. A vast improvement over the (Pre-C&C 3) sidebar system.

I don't understand what you mean by "The powers work differently". They're basically the same as the Tiberian Wars powers with a point-buy system thrown in and longer cooldowns.

Subject: Re: tiberium.com launched
Posted by [OWA](#) on Fri, 08 Feb 2008 12:37:11 GMT
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Dover wrote on Sat, 19 January 2008 23:50
That's it? That's the reason people don't like Generals? Because you have a "worker" unit doing

building construction instead of the crappy (Before the nice facelift it got in C&C 3) sidebar system?

For fucks sake, learn to recognize progress when you see it. I'd say Generals was a step back. But this is only opinion. I doubt you'll get anywhere trying to get the point across that Generals was a good game.

RA2 and TS are just more epic. Plus their graphics never age due to the style in which they were created. Generals is looking aged now.

You may prefer Generals, but I prefer RA2. Just like you may prefer maralade on your toast whilst I stick with butter. It's really quite a pointless debate.

Subject: Re: tiberium.com launched
Posted by [Dover](#) on Fri, 08 Feb 2008 18:58:11 GMT
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One Winged Angel wrote on Fri, 08 February 2008 04:37Dover wrote on Sat, 19 January 2008 23:50

That's it? That's the reason people don't like Generals? Because you have a "worker" unit doing building construction instead of the crappy (Before the nice facelift it got in C&C 3) sidebar system?

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Maybe I won't get the point across, but it'll be from the recieving end refusing to accept reason, not from any fault on the giving end.

Generals was a step forward, because for the first time, it was worth a damn to build more than one Barracks/War Factory. In RA2, the only effect was a slightly sped up unit production.

I wasn't even going to get into graphics, but since you meantioned it, Generals features full 3D, instead of 2.5D ala RA2 and TS. Generals may look "aged" compared to more modern RTS, but given that you can still zoom in close enough to see the propaganda on the side of Chinese buildings, It's still beats the tar out of 2.5D graphics, amrite?
