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Subject: C&C Tiberian  
Posted by [\\_SSnipe\\_](#) on Wed, 02 Jan 2008 22:04:49 GMT  
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<http://www.computerandvideogames.com/article.php?id=178271>

^^

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Subject: Re: C&C Tiberian  
Posted by [IronWarrior](#) on Wed, 02 Jan 2008 22:35:51 GMT  
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Doesn't look like CNC to me, just a BF2042 clone.

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Subject: Re: C&C Tiberian  
Posted by [Blazer](#) on Wed, 02 Jan 2008 22:41:09 GMT  
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Those are just "art" shots and shots from full motion video/cinematic content. I'd like to see some in-game footage or screenshots. I think the game is going to be sort of like Rainbow-Six or COD4 singleplayer, where its FPS but you are also traveling with and/or using a squad(s) of "bots" that are under your or AI control. That is honestly just guessing.

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Subject: Re: C&C Tiberian  
Posted by [DutchNeon](#) on Wed, 02 Jan 2008 23:07:37 GMT  
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That first picture reminded me of 'Star Wars Republic Commando'. I bet its going to be same failure as Republic Commando.

And whats this o,O

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Subject: Re: C&C Tiberian  
Posted by [Starbuzz](#) on Wed, 02 Jan 2008 23:50:14 GMT  
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How stupid ^^

These creatures are Scrin infantry (their name was mentioned in the GI article). What a damned rip-off from the Halo Elite!

It's like the Predator, Alien, and Covenant Elite combo. Can't they think of something more original?

Fail!

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Subject: Re: C&C Tiberian  
Posted by [Lone0001](#) on Wed, 02 Jan 2008 23:50:22 GMT  
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looks like a covenant elite(halo) all of it looks like a blend of halo and bf2 here's a new name for them "tiberiumhalobf"

EDIT: DAM beat me

EDIT2: WTF there is a SS that I have seen round C&C3's release.

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Subject: Re: C&C Tiberian  
Posted by [JeepRubi](#) on Thu, 03 Jan 2008 14:14:56 GMT  
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I'm sure he can survive just fine in battle when both his arms are guns, but what about when he needs to eat? He will end up blowing his head off. What a retarded design.

Star wars anyone?

[http://medialib.computerandvideogames.com/screens/screenshot\\_189472.jpg](http://medialib.computerandvideogames.com/screens/screenshot_189472.jpg)

I can't wait to hear the storyline for this one. GDI will resort to cloning because anyone who could fight has died in the almost 50 years of war. Nod can no longer recruit followers so they begin constructing loyal battle drones. They also construct their equivalent of the Ion cannon, in the shape of a ball that fires a laser to destroy earth. GDI calls it the "death star". GDI's newest weapon are these glowing sabers that can cut through solid steel. The soldiers wielding these weapons prefer not to wear armour but robes instead. Then the "aliens" come. and blow up nod's giant ball. Slavic, who had been turned into a cyborg takes off his helmet, and says to Ricardo "I am your father" before the entire place is blown to oblivion.

The End.

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Subject: Re: C&C Tiberian  
Posted by [Ryu](#) on Thu, 03 Jan 2008 15:16:03 GMT  
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What game engine will they use?

That is what I want to know.

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Subject: Re: C&C Tiberian  
Posted by [trooprm02](#) on Thu, 03 Jan 2008 16:01:07 GMT  
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Ryu wrote on Thu, 03 January 2008 09:16: What game engine will they use?

That is what I want to know.

They have said nothing. But it looks like an updated BF engine according to some guy who posted on the EA forums who seem to know alot about the subject/plays BF alot.

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Subject: Re: C&C Tiberian  
Posted by [IronWarrior](#) on Thu, 03 Jan 2008 18:29:39 GMT  
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Am betting they will make a new engine for it.

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Subject: Re: C&C Tiberian  
Posted by [trooprm02](#) on Thu, 03 Jan 2008 18:37:56 GMT  
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IronWarrior wrote on Thu, 03 January 2008 12:29: Am betting they will make a new engine for it.

^^Huh? You do realize they atleast 2-3 already good (to their opinion) setup engines at their hands? 1 to name crytek, the BF one, and some smaller ones aswell. By the looks of it, they aren't putting any effort in the game, so why would they make a new engine...

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Subject: Re: C&C Tiberian  
Posted by [cmatt42](#) on Thu, 03 Jan 2008 19:12:05 GMT  
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I think I recall that GI article saying that they're using a new engine, but yeah, that doesn't make sense. Not when they've bought a licence for CE2 and stuff.

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Subject: Re: C&C Tiberian  
Posted by [IronWarrior](#) on Thu, 03 Jan 2008 19:38:48 GMT  
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Why should they use a already made engine for it, when they can easy make a other.

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Subject: Re: C&C Tiberian

Posted by [R315r4z0r](#) on Thu, 03 Jan 2008 19:47:31 GMT

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1. This game looks absolutely nothing like BF2142... The only similarity is that the multiplayer gameplay has slight similarities... Trust me, I know, I play 2142 on a daily basis..
  2. If that looks like a Covenant Elite from Halo, than I want to know what version of Halo you are playing. It looks nothing like it. I mean for starters it is like 8x the body mass of an Elite. Elites actually have mouths. And the head of this creature is actually on its shoulders, not in its chest... and that is only a few differences.
  3. Star Wars Republic Commando was an amazing game. The multiplayer was bad, but the single player was awesome!
  4. I heard that the game was using the U3 Engine.
- 

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Subject: Re: C&C Tiberian

Posted by [Carrierll](#) on Thu, 03 Jan 2008 19:53:32 GMT

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R315r4z0r wrote on Thu, 03 January 2008 19:47:1. This game looks absolutely nothing like BF2142... The only similarity is that the multiplayer gameplay has slight similarities...

2. If that looks like a Covenant Elite from Halo, than I want to know what version of Halo you are playing. It looks nothing like it. I mean for starters it is like 8x the body mass of an Elite. Elites actually have mouths. And the head of this creature is actually on its shoulders, not in its chest... and that is only a few differences.
3. Star Wars Republic Commando was an amazing game. The multiplayer was bad, but the single player was awesome!
4. I heard that the game was using the U3 Engine.

QFT, Star Wars Republic Commando had an amazing single player. The multiplayer did suck.

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Subject: Re: C&C Tiberian

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 03 Jan 2008 21:13:26 GMT

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I'm sure they'll do a good job on the single player, only thing is I've always been more of a

multiplayer guy when it comes to shooters (single player guy when it comes to RTS); otherwise I just play the game once and move onto another game.

I hope EA decides putting in the C&C mode.

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Subject: Re: C&C Tiberian  
Posted by [BlueThen](#) on Thu, 03 Jan 2008 21:17:32 GMT  
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I'll hate them if they use the crytek engine.  
My computer isn't capable of handling it.

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Subject: Re: C&C Tiberian  
Posted by [CurseUppl](#) on Thu, 03 Jan 2008 21:28:25 GMT  
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Man I hope EA won't be a bunch of retards and implement a similar multiplayer experience like in Battlefield.

They better do it something like Renegade. Renegade multiplayer is ingenious. Destroying an enemy base never gets old. Killing the same opponents in a BF map does.

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Subject: Re: C&C Tiberian  
Posted by [R315r4z0r](#) on Thu, 03 Jan 2008 21:29:59 GMT  
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Well the main difference is that you are commanding squads in real time to a Conquest theme.

Hopefully there will be more game modes than that, but so far they just have said that the multiplayer is basically played the same as singleplayer except you are versing another opponent.

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Subject: Re: C&C Tiberian  
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 03 Jan 2008 21:52:42 GMT  
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Some rumours say it's going to be on Unreal Engine 3. From the pictures I can't really tell, I mean it looks like it can be UE3. EALA's previous game, MOH: Airbourne was on that engine and that wasn't too long ago. And it doesn't really look like Crysis either.

The EALA team has never made their own engine either (SAGE being parts of W3D and Emperor: Battle For Dune's engine) so I doubt they'll start now with an FPS game.

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Subject: Re: C&C Tiberian  
Posted by [Starbuzz](#) on Thu, 03 Jan 2008 22:02:18 GMT  
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R315r4z0r wrote on Thu, 03 January 2008 19:47

2. If that looks like a Covenant Elite from Halo, than I want to know what version of Halo you are playing. It looks nothing like it. I mean for starters it is like 8x the body mass of an Elite. Elites actually have mouths. And the head of this creature is actually on its shoulders, not in its chest... and that is only a few differences.

C'mon Razor! You can do better than that. Won't it be stupid if they copied it limb for limb?

You should not be looking for direct design concepts but rather ideas when looking to spot similarities.

It does not matter if it's larger or have mouths or where the head is located. Remember, we are looking for ideas and not direct similarities.

For example, the shape of the head (the banana style) reflects that of Elites. That head style was pioneered by H.R. Giger's Alien. And the eyes/noses/mouths are taken off and replaced by blue lights. That "lights instead of faces" design is based on the aliens in Breed (a game that itself is a shameful cheap copy-cat of Halo).

The bottomline is that it is completely alright to use design concepts from other concepts but it gets frustratingly repetitive to see an "Elite themed" Scrin bearing down on you.

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Subject: Re: C&C Tiberian  
Posted by [R315r4z0r](#) on Thu, 03 Jan 2008 22:16:55 GMT  
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No, it is nothing like the shape of an Elite's head. An Elite's head is not "Banana shaped" the Elites head is like a tiny ball on top of a neck. The "banana" shape you reference is the shape of an Elite's helmet.

Other than that, the similarities you pointed out are no different than the differences that I pointed out.

There is absolutely no way you can draw a conclusion that it's a rip off of an Elite based on what you outlined. If it is a rip off of anything, it is a copy of the form of the Human body above all else.

here, use this image to reference:

I'm telling you, the only things that it has in common with the Scrin shown above is that it has 2 arms, 2 legs, a head, and that its armor is blue. I can't find any other "distinguishing"

characteristics that link them directly to each other.

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Subject: Re: C&C Tiberian  
Posted by [w0dka](#) on Thu, 03 Jan 2008 22:17:09 GMT  
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A german console-mag says Unreal3 Engine.

Sounds pretty much like Star Wars Rep. Commando, good Game but short and no Replayvalue

I'm the only one missing Nod units?

Hope thats not only Scrin vs. GDI

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Subject: Re: C&C Tiberian  
Posted by [Ryu](#) on Fri, 04 Jan 2008 03:29:11 GMT  
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GREAT!

haha, I can so totally run UT3, Well I do need a new graphics card, but still, woop!!

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Subject: Re: C&C Tiberian  
Posted by [Viking](#) on Fri, 04 Jan 2008 04:16:23 GMT  
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Starbuzz wrote on Wed, 02 January 2008 17:50How stupid ^^

These creatures are Scrin infantry (their name was mentioned in the GI article). What a damned rip-off from the Halo Elite!

It's like the Predator, Alien, and Covenant Elite combo. Can't they think of something more original?

Fail!

NO IT IS A GARGUANTUA FROM HALF LIFE MOTHER FUCKER!

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Subject: Re: C&C Tiberian  
Posted by [Starbuzz](#) on Fri, 04 Jan 2008 04:58:33 GMT  
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Viking wrote on Thu, 03 January 2008 22:16Starbuzz wrote on Wed, 02 January 2008 17:50How stupid ^^

These creatures are Scrin infantry (their name was mentioned in the GI article). What a damned rip-off from the Halo Elite!

It's like the Predator, Alien, and Covenant Elite combo. Can't they think of something more original?

Fail!

NO IT IS A GARGUANTUA FROM HALF LIFE MOTHER FUCKER!

Too big head but yeah that too, humanoid aliens FTL.

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Subject: Re: C&C Tiberian  
Posted by [Ryu](#) on Fri, 04 Jan 2008 08:34:05 GMT  
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---

Dutch Neon wrote on Wed, 02 January 2008 23:07That first picture reminded me of 'Star Wars Republic Commando'. I bet its going to be same failure as Republic Commando.

And whats this o,O

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Subject: Re: C&C Tiberian  
Posted by [Lone0001](#) on Fri, 04 Jan 2008 14:09:40 GMT  
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What game is that?^^

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Subject: Re: C&C Tiberian  
Posted by [Ryu](#) on Fri, 04 Jan 2008 14:19:25 GMT  
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---

{SB}Lone0001 wrote on Fri, 04 January 2008 14:09What game is that?^^

The aliens are from Half-Life, they've been ported to the Source engine.

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Subject: Re: C&C Tiberian  
Posted by [mrÅ£ÄŠÄ-z](#) on Tue, 08 Jan 2008 20:49:21 GMT  
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does C&C Tiberium have AOW Mode? does anyone know it?

---

Subject: Re: C&C Tiberian  
Posted by [Dover](#) on Tue, 08 Jan 2008 20:52:09 GMT  
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In this arguement, Half-Life is the winner.

---

Subject: Re: C&C Tiberian  
Posted by [R315r4z0r](#) on Tue, 08 Jan 2008 20:58:37 GMT  
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MadRockz wrote on Tue, 08 January 2008 15:49does C&C Tiberium have AOW Mode? does anyone know it?  
As of right now, it does not.

---

Subject: Re: C&C Tiberian  
Posted by [mrÅ£ÄŠÄ-z](#) on Tue, 08 Jan 2008 21:07:15 GMT  
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---

so? then its going to sucks like all other games like BF, HalfLife etc...

Renegade RuleZz

---

Subject: Re: C&C Tiberian  
Posted by [Ryu](#) on Tue, 08 Jan 2008 21:07:24 GMT  
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Dover wrote on Tue, 08 January 2008 20:52In this arguement, Half-Life is the winner.

quoted for the mother fuckin' truth.

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Subject: Re: C&C Tiberian  
Posted by [BlueThen](#) on Tue, 08 Jan 2008 21:09:22 GMT  
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Is it Tiberian or Tiberium? Cause TS is Tiberian Sun, and this game is CnC Tiberium... is there

---

any correct way to spelling it?

---

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Subject: Re: C&C Tiberian

Posted by [Ryu](#) on Tue, 08 Jan 2008 21:10:09 GMT

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MadRockz wrote on Tue, 08 January 2008 21:07so? then its going to sucks like all other games like, HalfLife

Renegade's single player SUCKED HARD DONKEY BALLS Compared to Half-Life's single player, you should play your games before you speak, save yourself the embarrassment of making yourself look like a gaming noob.

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Subject: Re: C&C Tiberian

Posted by [HORQWER](#) on Tue, 08 Jan 2008 21:27:01 GMT

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it is C&C TIBERIUM not C&C TIBERIAN

and it real not look like an infantry from cnc 3 ? what the hell is that some fuckin shit ?

THEY FREAKIN SHOULD MAKE THE GAME LOOK LIKE CNC 3 NOT FREAKIN HALO GAMES

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Subject: Re: C&C Tiberian

Posted by [Dover](#) on Tue, 08 Jan 2008 21:28:28 GMT

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Weren't you banned?

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Subject: Re: C&C Tiberian

Posted by [R315r4z0r](#) on Tue, 08 Jan 2008 21:29:39 GMT

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---

' wrote on Tue, 08 January 2008 16:09Is it Tiberian or Tiberium? Cause TS is Tiberian Sun, and this game is CnC Tiberium... is there any correct way to spelling it?

Both ways are correct.

Tiberian is an Adjective used to describe something.

Tiberium is a Noun, or the actual substance itself.

I.e. Tiberian Sun, or the sun of Tiberium.

This game is called Tiberium. Not Tiberian, because it wouldn't make sense grammatically.

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Subject: Re: C&C Tiberian

Posted by [u6795](#) on Tue, 08 Jan 2008 21:33:48 GMT

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ferkhat wrote on Tue, 08 January 2008 16:27it is C&C TIBERIUM not C&C TIBERIAN and it real not look like an infantry from cnc 3 ? what the hell is that some fuckin shit ? THEY FREAKIN SHOULD MAKE THE GAME LOOK LIKE CNC 3 NOT FREAKIN HALO GAMES You are a dumbass.

Everyone's whole idea was for them to look like TS infantry.

I'm sorry if this counts as flaming but get the fuck out if you have no god damn idea what you're talking about.

Go get banned again.

---

Subject: Re: C&C Tiberian

Posted by [R315r4z0r](#) on Tue, 08 Jan 2008 21:37:03 GMT

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ferkhat wrote on Tue, 08 January 2008 16:27it is C&C TIBERIUM not C&C TIBERIAN No, it is called Tiberium, not C&C Tiberium.

ferkhat wrote on Tue, 08 January 2008 16:27and it real not look like an infantry from cnc 3 ? what the hell is that some fuckin shit ?

This game isn't a C&C3 FPS, it is just an FPS with a Tiberium feel. It takes place over a decade after C&C3, so why should they still have the things in C&C3?

ferkhat wrote on Tue, 08 January 2008 16:27THEY FREAKIN SHOULD MAKE THE GAME LOOK LIKE CNC 3 NOT FREAKIN HALO GAMES

Where is everyone getting Halo from? I mean, if people think this game is like Halo so much, than those people have never played Halo. (Playing Halo multiplayer does not count)

I mean it is an insult to me as a Halo fan to think people can compare something totally unrelated in almost every single way..

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Subject: Re: C&C Tiberian

Posted by [HORQWER](#) on Tue, 08 Jan 2008 21:46:52 GMT

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u6795 wrote on Tue, 08 January 2008 15:33ferkhat wrote on Tue, 08 January 2008 16:27it is C&C TIBERIUM not C&C TIBERIAN

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ok this is wat i'm taking about

they said that they are going to make a cnc 3 fps game and it will be a clone of cnc 3 but just a fps game and y the hell are they making new chars some shit orca that fires with laser that freakin fucked up

and here is the prove that it is C&C TIBERIUM

[http://cncden.com/Tiberiumfps\\_pics/scan4.jpg](http://cncden.com/Tiberiumfps_pics/scan4.jpg)

[http://cncden.com/Tiberiumfps\\_pics/scan1.jpg](http://cncden.com/Tiberiumfps_pics/scan1.jpg)

[http://cncden.com/tibfps\\_wallpaper/tibevolve1024.jpg](http://cncden.com/tibfps_wallpaper/tibevolve1024.jpg) says on the logo

[http://cncden.com/Tiberiumfps\\_pics/tiberiumfps\\_logo.jpg](http://cncden.com/Tiberiumfps_pics/tiberiumfps_logo.jpg)

HA!

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Subject: Re: C&C Tiberian

Posted by [Dover](#) on Tue, 08 Jan 2008 21:49:32 GMT

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ferkhat wrote on Tue, 08 January 2008 13:46brb getting banned

Fixed.

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Subject: Re: C&C Tiberian

Posted by [R315r4z0r](#) on Tue, 08 Jan 2008 21:53:40 GMT

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@ Ferkhat:

Did you even read my post? It is NOT Called C&C Tiberium.

I mean, even in those pictures you posted...

Where does it say Command and Conquer: Tiberium? It doesn't! It just says Tiberium. This game is a NEW franchise, it is NOT a C&C game. And it is NOT a C&C3 FPS.

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Subject: Re: C&C Tiberian

Posted by [u6795](#) on Tue, 08 Jan 2008 21:59:08 GMT

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ferkhat wrote on Tue, 08 January 2008 16:46u6795 wrote on Tue, 08 January 2008 15:33ferkhat wrote on Tue, 08 January 2008 16:27it is C&C TIBERIUM not C&C TIBERIAN and it real not look like an infantry from cnc 3 ? what the hell is that some fuckin shit ? THEY FREAKIN SHOULD MAKE THE GAME LOOK LIKE CNC 3 NOT FREAKIN HALO GAMES You are a dumbass.

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[http://cncden.com/tibfps\\_wallpaper/tibevo1024.jpg](http://cncden.com/tibfps_wallpaper/tibevo1024.jpg) says on the logo

[http://cncden.com/Tiberiumfps\\_pics/tiberiumfps\\_logo.jpg](http://cncden.com/Tiberiumfps_pics/tiberiumfps_logo.jpg)

HA!

I never disputed the name. I was talking about your LOLZ OMG THEY LOOK LIKE HALO CHARACTERS WTF I SIMULATE ANGER TO APPEAR I HAZ IDEA WUT I TLKIN BOUT.

No shit they don't look like C&C 3 characters. Also please take note the name actually is Tiberium. There is no "C&C" in it. The picture you showed with the "Logo" is a fan wallpaper made by Lion. The "Command & Conquer Evolves" part was added by him as well, as far as I know.

Take note that the majority of the game we've seen so far is inside a Red Zone. Now look at the C&C 3 basic infantry. Do they look like they could run around in a Red Zone?

Also, they are not making a clone of C&C. The game takes place 11 years after that game, in a generally different location than most of the C&C 3 campaign. It is NOT a C&C 3 clone.

The orcas are not firing lasers, they're machine guns, dumbass.

Find me something that says "This will be a C&C 3 clone," and I'll totally back the hell off. Until then, you are still a douche.

I'd like to say HA right now, but making myself seem like a retard on your level wouldn't be very suiting.

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Subject: Re: C&C Tiberian  
Posted by [HORQWER](#) on Tue, 08 Jan 2008 21:59:36 GMT  
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u could be right but 99% are saying that is it a c&c3 fps game so ur not right

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Subject: Re: C&C Tiberian  
Posted by [HORQWER](#) on Tue, 08 Jan 2008 22:00:37 GMT  
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u6795 wrote on Tue, 08 January 2008 15:59ferkhat wrote on Tue, 08 January 2008 16:46u6795 wrote on Tue, 08 January 2008 15:33ferkhat wrote on Tue, 08 January 2008 16:27it is C&C TIBERIUM not C&C TIBERIAN and it real not look like an infantry from cnc 3 ? what the hell is that some fuckin shit ? THEY FREAKIN SHOULD MAKE THE GAME LOOK LIKE CNC 3 NOT FREAKIN HALO GAMES You are a dumbass.

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There is no "C&C" in it.

Also take note that the majority of the game we've seen so far is inside a Red Zone. Now look at the C&C 3 basic infantry. Do they look like they could run around in a Red Zone?

Also, they are not making a clone of C&C. The game takes place 11 years after that game, in a generally different location than most of the C&C 3 campaign. It is NOT a C&C 3 clone.

The orcas are not firing lasers, they're machine guns, dumbass.

Find me something that says "This will be a C&C 3 clone," and I'll totally back the hell off. Until then, you are still a douche.

I'd like to say HA right now, but making myself seem like a retard on your level wouldn't be very suiting.

shut up and now do some thing about me say wat ever u want but ur in my ignore list YAY FOR ME

---

Subject: Re: C&C Tiberian

Posted by [u6795](#) on Tue, 08 Jan 2008 22:02:05 GMT

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Good to know you still have your 9 year old instincts. Ignore me because I proved you wrong. Really, hope I didn't hurt your feelings.

Go suck a dick.

Nobody says it's a C&C3 FPS because it's not. But hey, I'll go out on a limb and say something untrue here, like you did. 99% of the internet is smarter than you. As much as I'd like to believe that..

---

Subject: Re: C&C Tiberian

Posted by [HORQWER](#) on Tue, 08 Jan 2008 22:07:46 GMT

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fuck u ur are fuckin asshole wrong  
go drink SOME PEE FROM UR DADS PUSSY !!  
HA!

---

Subject: Re: C&C Tiberian

Posted by [u6795](#) on Tue, 08 Jan 2008 22:09:48 GMT

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ferkhat wrote on Tue, 08 January 2008 17:07fuck u ur are fuckin asshole wrong

go drink SOME PEE FROM UR DADS PUSSY !!  
HA!

What good is adding me to the ignore list if you're going to read my replies anyway?

---

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Subject: Re: C&C Tiberian  
Posted by [R315r4z0r](#) on Tue, 08 Jan 2008 22:10:50 GMT  
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ferkhat wrote on Tue, 08 January 2008 16:59u could be right but 99% are saying that is it a c&c3 fps game so ur not right  
Ok, but I own the magazine, and I actually spent two days of my time TYPING OUT word for word the article for people who didn't have the magazine. I know what the article said.

The game takes place 11 years AFTER C&C3. It is not a C&C FPS and above all not a C&C3 FPS.

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Subject: Re: C&C Tiberian  
Posted by [GEORGE ZIMMER](#) on Tue, 08 Jan 2008 22:15:08 GMT  
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Yay for trolls.

Also, in before B&

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Subject: Re: C&C Tiberian  
Posted by [HORQWER](#) on Wed, 09 Jan 2008 00:48:01 GMT  
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R315r4z0r wrote on Tue, 08 January 2008 16:10ferkhat wrote on Tue, 08 January 2008 16:59u could be right but 99% are saying that is it a c&c3 fps game so ur not right  
Ok, but I own the magazine, and I actually spent two days of my time TYPING OUT word for word the article for people who didn't have the magazine. I know what the article said.

The game takes place 11 years AFTER C&C3. It is not a C&C FPS and above all not a C&C3 FPS.

omg did u copy all of that from magazine? do u even have a scanner? u should of been use the scanner and copy the words from there

---

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Subject: Re: C&C Tiberian  
Posted by [R315r4z0r](#) on Wed, 09 Jan 2008 02:21:36 GMT

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Well I would of did that if I had a scanner... but since I didn't have a scanner, and there where no legible photos of the magazine at the time, that was the only thing I could do.

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Subject: Re: C&C Tiberian  
Posted by [HORQWER](#) on Wed, 09 Jan 2008 02:57:03 GMT  
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you should get a scanner  
scanner is better than a printer  
i do have a printer that has a scanner inside and it is cool

---

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Subject: Re: C&C Tiberian  
Posted by [BlueThen](#) on Wed, 09 Jan 2008 03:03:47 GMT  
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rofl

Scanner is to take pictures of flat objects like paper and put it in the computer.

Printer is to put a image from the computer onto paper.

I have no idea how you could say one is better than the other..

It's like saying "speakers are better than microphones"

---

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Subject: Re: C&C Tiberian  
Posted by [Dover](#) on Wed, 09 Jan 2008 04:34:02 GMT  
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' wrote on Tue, 08 January 2008 19:03rofl

Scanner is to take pictures of flat objects like paper and put it in the computer.

Printer is to put a image from the computer onto paper.

I have no idea how you could say one is better than the other..

It's like saying "speakers are better than microphones"

Ferkhat is immune to the logic damage type. Try fire next time.

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