Subject: The First C&C Tiberium Trailer!
Posted by HORQWER on Sat, 19 Jan 2008 00:54:28 GMT
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http://www.gametrailers.com/player/29781.html

Subject: Re: The First C&C Tiberium Trailer!
Posted by Canadacdn on Sat, 19 Jan 2008 00:58:36 GMT
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Reading some of the comments on that page provide very good insight into what is wrong with gaming today.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Lone0001 on Sat, 19 Jan 2008 01:00:38 GMT
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more like reading those comments will tell you all those people bf2 fans more like.

Subject: Re: The First C&C Tiberium Trailer!
Posted by cnc95fan on Sat, 19 Jan 2008 01:01:33 GMT
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Lets hope this game will have less then 20 patches, each, in the time, 1 gig in size.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Ethenal on Sat, 19 Jan 2008 01:02:15 GMT
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Canadacdn wrote on Fri, 18 January 2008 18:58Reading some of the comments on that page provide very good insight into what is wrong with gaming today.

It's good to see that Renegade is still considered an epic failure by other gamers.
On the topic of the trailer, it uses the same "The squad is your weapon" motto that Republic Commando used, just reworded. I guess they deserve some points for originality...

Subject: Re: The First C&C Tiberium Trailer!
Posted by HORQWER on Sat, 19 Jan 2008 01:10:09 GMT
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th bad thing about C&C tiberium is that it will not have bases
Command and Conquer Rule: Bla, Bla, Bla, Every C&C Game Should Have Bases! or it is not an c&c game -.-

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Subject: Re: The First C&C Tiberium Trailer!
Posted by R315r4z0r on Sat, 19 Jan 2008 01:25:27 GMT
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I told you this already:

Tiberium not C&C Tiberium, is not a C&C game. It is an FPS game BASED off of a C&C game.

Subject: Re: The First C&C Tiberium Trailer!
Posted by [NE]Fobby[GEN] on Sat, 19 Jan 2008 01:33:33 GMT
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Yup. C&C is not in the title for this one.

Subject: Re: The First C&C Tiberium Trailer!
Posted by HORQWER on Sat, 19 Jan 2008 01:40:48 GMT
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but it has something to do with c&c

Subject: Re: The First C&C Tiberium Trailer!
Posted by Blazer on Sat, 19 Jan 2008 01:46:00 GMT
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Personally, I hate "trailers" that are nothing but the result of a weeks worth of rendering...if theres no actual gameplay footage in a trailer, it's nothing but a fantasy.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Ethenal on Sat, 19 Jan 2008 01:50:30 GMT
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Blazer wrote on Fri, 18 January 2008 19:46Personally, I hate "trailers" that are nothing but the result of a weeks worth of rendering...if theres no actual gameplay footage in a trailer, it's nothing but a fantasy.

I agree, none of that tells anything about the gameplay.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Lone0001 on Sat, 19 Jan 2008 01:52:19 GMT
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Why bother even watching game play when it is obvious that this is pretty much bf3

Subject: Re: The First C&C Tiberium Trailer!
Posted by Blazer on Sat, 19 Jan 2008 02:05:07 GMT
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controlling squads = rainbow six

Subject: Re: The First C&C Tiberium Trailer!
Posted by Lone0001 on Sat, 19 Jan 2008 02:06:42 GMT
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rainbow six + halo + bf it is really just crap to me.
 I'm not saying that the games that are combined into this suck I'm just saying I'm sick of clones.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Blue_Leader on Sat, 19 Jan 2008 02:09:10 GMT
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it should be like battlezone 2s gameplay it was unique blend of rts and fps it coulda worked with renegade as well sad that battlezone 2 is dying though

Subject: Re: The First C&C Tiberium Trailer!
Posted by [NE]Fobby[GEN] on Sat, 19 Jan 2008 02:37:24 GMT
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Battlefield 3: Tiberium

Subject: Re: The First C&C Tiberium Trailer!
Posted by Starbuzz on Sat, 19 Jan 2008 02:42:41 GMT
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Renegade 2007!

Renegade 2007!

Renegade 2007!

Renegade 2007!

Renegade 2007!

Subject: Re: The First C&C Tiberium Trailer!
Posted by Blue_Leader on Sat, 19 Jan 2008 02:45:07 GMT
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sorry for asking but whats that?

Subject: Re: The First C&C Tiberium Trailer!
Posted by Starbuzz on Sat, 19 Jan 2008 02:48:48 GMT
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Blue_Leader wrote on Fri, 18 January 2008 21:45sorry for asking but whats that?

RENEGADE'S ONLY HOPE FOR IMMORTALITY.

Here:
http://www.renegade2007.com

Subject: Re: The First C&C Tiberium Trailer!
Posted by Ethenal on Sat, 19 Jan 2008 03:01:30 GMT
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Starbuzz wrote on Fri, 18 January 2008 20:48Blue_Leader wrote on Fri, 18 January 2008 21:45sorry for asking but whats that?
RENEGADE'S ONLY HOPE FOR IMMORTALITY.

Hehe, that's probably the best way to put it.

Subject: Re: The First C&C Tiberium Trailer!
Posted by trooprm02 on Sat, 19 Jan 2008 03:03:05 GMT
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Anyone up for some Halo 4/BF3?

Subject: Re: The First C&C Tiberium Trailer!

Posted by Blue_Leader on Sat, 19 Jan 2008 03:03:32 GMT
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any idea what the system requirements will be for it? dont think my comp will beable to play it

---

Subject: Re: The First C&C Tiberium Trailer!
Posted by R315r4z0r on Sat, 19 Jan 2008 03:04:00 GMT
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EA said gameplay trailer on the 25th

Subject: Re: The First C&C Tiberium Trailer!
Posted by F1r3st0rm on Sat, 19 Jan 2008 05:18:07 GMT
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Quote:Minimum System Requirements
• Windows XP SP2 or Windows Vista
• 2.0+ GHZ Single Core Processor
• 512 Mbytes of System RAM
• NVIDIA 6200+ or ATI Radeon 9600+ Video Card
• 8 GB of Free Hard Drive Space

Recommended System Requirements
• 2.4+ GHZ Dual Core Processor
• 1 GBytes of System RAM
• NVIDIA 7800GTX+ or ATI x1300+ Video Card
• 8 GB of Free Hard Drive Space

Subject: Re: The First C&C Tiberium Trailer!
Posted by Ethenal on Sat, 19 Jan 2008 05:37:20 GMT
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F1r3st0rm wrote on Fri, 18 January 2008 23:18Quote:Minimum System Requirements
• Windows XP SP2 or Windows Vista
• 2.0+ GHZ Single Core Processor
• 512 Mbytes of System RAM
• NVIDIA 6200+ or ATI Radeon 9600+ Video Card
• 8 GB of Free Hard Drive Space

Recommended System Requirements
• 2.4+ GHZ Dual Core Processor
• 1 GBytes of System RAM
• NVIDIA 7800GTX+ or ATI x1300+ Video Card
• 8 GB of Free Hard Drive Space

That's not nearly as bad as I thought it would be.

Subject: Re: The First C&C Tiberium Trailer!
Posted by [NE]Fobby[GEN] on Sat, 19 Jan 2008 05:40:19 GMT
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Yeah most people can run UT3 just fine.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Spice on Sat, 19 Jan 2008 05:48:19 GMT
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This look interesting, that mech still look horrible. They should have used that high polygon Titan they just made for C&C3.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Ethenal on Sat, 19 Jan 2008 05:50:42 GMT
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I really don't know what they're going for with the Titan-like mech.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Dreganius on Sat, 19 Jan 2008 06:01:19 GMT
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The game actually doesn't look that ba-NO!! GOD DAMN IT! STOP POSTING UP SHIT RELATED TO TIBERIUM!!!

Subject: Re: The First C&C Tiberium Trailer!
Posted by Muad Dib15 on Sat, 19 Jan 2008 06:21:14 GMT
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I think i went overboard on flaming tiberium on the Ea forums...

 http://forums.ea.com/mboards/thread.jspa?threadID=325773&start=30&tstart =0

Subject: Re: The First C&C Tiberium Trailer!

Posted by Blue_Leader on Sat, 19 Jan 2008 06:53:34 GMT
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Quote:Minimum System Requirements
• Windows XP SP2 or Windows Vista
• 2.0+ GHZ Single Core Processor
• 512 Mbytes of System RAM
• NVIDIA 6200+ or ATI Radeon 9600+ Video Card
• 8 GB of Free Hard Drive Space

only thing i meet in that is 512 memory and windows xp sp2 oh and hd space

---

Subject: Re: The First C&C Tiberium Trailer!
Posted by Feetseek on Sat, 19 Jan 2008 07:34:09 GMT
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Even though it looks cool, I'm just getting a little sick of realistic, futuristic games where you have
to kill aliens.

Subject: Re: The First C&C Tiberium Trailer!
Posted by HORQWER on Sat, 19 Jan 2008 13:29:13 GMT
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Blue_Leader wrote on Fri, 18 January 2008 22:03any idea what the system requirements will be
for it? dont think my comp will beable to play it
i could help u
go to here http://www.systemrequirementslab.com/referrer/srtest
thne where is says choose a product or some thing like it choose Unreal Tournament III then
click can u run it ? and u will see if u can

Subject: Re: The First C&C Tiberium Trailer!
Posted by Ryu on Sat, 19 Jan 2008 13:34:37 GMT
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When I get my new graphics card in a few days, UT3 will be my bitch.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Ryu on Sat, 19 Jan 2008 13:40:30 GMT
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Muad Dib15 wrote on Sat, 19 January 2008 06:21I think i went overboard on flaming tiberium on

the Ea forums...

http://forums.ea.com/mboards/thread.jspa?threadID=325773&start=30&tstart =0

Quote:EA. If you care about your renegade players MAKE TIBERIUM A ******* C&C GAME!!! ALL YOU CARE ABOUT IS SQUEEZING EVERY ******* LAST DOLLAR OUT OF PEOPLE THAT WISH YOU HAD ******* LEFT WESTWOOD ALIVE. ALL OF US AT THE RENEGADE FORUMS THINK THAT ALL THIS IS, IS A ******* BF2 CLONE. WE ARE TIRED OF YOU DOING THIS TO US. GIVE US SOMETHING WORTH OUR MONEY. GIVE US A C&C MODE THAT IS ACTUALLY BALANCED UNLIKE TIBERIUM WARS. AND BY GOD, IF YOU ARE GOING TO CALL IT ANYTHING RELATED TO THE C&C SERIES, CALL IT TIBRIAN SOMETHING, BUT STOP ******* CALLING YOUR ****** C&C GAMES TIBERIUM SOMETHING OR OTHER. AND IF YOU ARE GOING TO RELATE IT TO TIBERIUM GIVE THE C&C SERIES SOME CREDIT. ALL OF US HAD HIGH HOPES FOR THIS GAME UNTIL WE SAW PICTURES OF IT AND HEARD ABOUT THE GAME PLAY, THEN ALL I SAW WAS, "oh look another battlefield 2 game." AND FOR GODS SAKE CHANGE THE TITAN FROM SOMETHING THAT ******* RESEMBLES SOMETHING LIKE THE TITAN. AND LAST, GET. YOUR. *******. STORYLINES. STRAIGHT, AND STOP CONTRADICTING YOURSELVES.

HoF.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Muad Dib15 on Sat, 19 Jan 2008 13:51:19 GMT
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Did you see what the second guy after me posted?

Hell hath no fury like a Renegade fan scourned.

Subject: Re: The First C&C Tiberium Trailer!
Posted by IronWarrior on Sat, 19 Jan 2008 15:24:41 GMT
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Ryu wrote on Sat, 19 January 2008 07:40Muad Dib15 wrote on Sat, 19 January 2008 06:21I think i went overboard on flaming tiberium on the Ea forums...

http://forums.ea.com/mboards/thread.jspa?threadID=325773&start=30&tstart =0

Quote:EA. If you care about your renegade players MAKE TIBERIUM A ******* C&C GAME!!! ALL YOU CARE ABOUT IS SQUEEZING EVERY ******* LAST DOLLAR OUT OF PEOPLE THAT WISH YOU HAD ******* LEFT WESTWOOD ALIVE. ALL OF US AT THE RENEGADE FORUMS THINK THAT ALL THIS IS, IS A ******* BF2 CLONE. WE ARE TIRED OF YOU DOING THIS TO US. GIVE US SOMETHING WORTH OUR MONEY. GIVE US A C&C MODE THAT IS ACTUALLY BALANCED UNLIKE TIBERIUM WARS. AND BY GOD, IF YOU ARE GOING TO

CALL IT ANYTHING RELATED TO THE C&C SERIES, CALL IT TIBRIAN SOMETHING, BUT STOP ******* CALLING YOUR ****** C&C GAMES TIBERIUM SOMETHING OR OTHER. AND IF YOU ARE GOING TO RELATE IT TO TIBERIUM GIVE THE C&C SERIES SOME CREDIT. ALL OF US HAD HIGH HOPES FOR THIS GAME UNTIL WE SAW PICTURES OF IT AND HEARD ABOUT THE GAME PLAY, THEN ALL I SAW WAS, "oh look another battlefield 2 game." AND FOR GODS SAKE CHANGE THE TITAN FROM SOMETHING THAT ******* RESEMBLES SOMETHING LIKE THE TITAN. AND LAST, GET. YOUR. *******. STORYLINES. STRAIGHT, AND STOP CONTRADICTING YOURSELVES.

HoF.

Well Said.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Zion on Sat, 19 Jan 2008 19:10:52 GMT
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Subject: Re: The First C&C Tiberium Trailer!
Posted by Troopzor on Sat, 19 Jan 2008 20:32:51 GMT
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Muad Dib15 wrote on Sat, 19 January 2008 07:51Did you see what the second guy after me posted?

Hell hath no fury like a Renegade fan scourned.

lol That was meee!!! <3

Subject: Re: The First C&C Tiberium Trailer!
Posted by Starbuzz on Sun, 20 Jan 2008 02:49:09 GMT
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I watched the trailer. My observations:

One thing I noticed (and really happy with so far) is how they have managed to recreate the spirit of Nick "Havoc" Parker in Ricardo Vega.

-Almost has the same voice
-familiar hawkish nose
-deadly green eyes

-movement/motion just like Havoc

The rest of the trailer was crap.

But it is great to see Havoc being honored this way as he is my most respected fictional character who must have immortality in the video game universe.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Renx on Tue, 22 Jan 2008 12:53:49 GMT
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F1r3st0rm wrote on Sat, 19 January 2008 01:18Quote:Minimum System Requirements
• Windows XP SP2 or Windows Vista
• 2.0+ GHZ Single Core Processor
• 512 Mbytes of System RAM
• NVIDIA 6200+ or ATI Radeon 9600+ Video Card
• 8 GB of Free Hard Drive Space

Recommended System Requirements
• 2.4+ GHZ Dual Core Processor
• 1 GBytes of System RAM
• NVIDIA 7800GTX+ or ATI x1300+ Video Card
• 8 GB of Free Hard Drive Space

Where did you get that? Why would they put both a top range 7-series card and a budget card they stick in cheap laptops in the "Recommended System Requirements?" I'll be expecting an AMD/ATI splash screen in this game.

Subject: Re: The First C&C Tiberium Trailer!
Posted by Ryu on Tue, 22 Jan 2008 13:54:12 GMT
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Renx wrote on Tue, 22 January 2008 12:53F1r3st0rm wrote on Sat, 19 January 2008 01:18Quote:Minimum System Requirements
• Windows XP SP2 or Windows Vista
• 2.0+ GHZ Single Core Processor
• 512 Mbytes of System RAM
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Recommended System Requirements
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• NVIDIA 7800GTX+ or ATI x1300+ Video Card
• 8 GB of Free Hard Drive Space

Where did you get that? Why would they put both a top range 7-series card and a budget card they stick in cheap laptops in the "Recommended System Requirements?" I'll be expecting an AMD/ATI splash screen in this game.

If thats the Crysis min specs, My graphics card can handle Crysis on low (ATi Radeon X550 Sapphire, 256MB, 400 core, 300mem), and my CPU does a good job handling it (AMD 64 3200+ 2.0Ghz).

Splash screen what?

Subject: Re: The First C&C Tiberium Trailer!
Posted by Ghostshaw on Tue, 22 Jan 2008 18:29:11 GMT
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Halo anyone?

-Ghost-

Subject: Re: The First C&C Tiberium Trailer!
Posted by Troopzor on Wed, 23 Jan 2008 00:28:54 GMT
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Ghostshaw wrote on Tue, 22 January 2008 12:29Halo anyone?

-Ghost-

 http://www.escapistmagazine.com/articles/view/editorials/zeropunctuation/2304-Zero-Punctuation-Halo-3

Subject: Re: The First C&C Tiberium Trailer!
Posted by Canadacdn on Sat, 26 Jan 2008 05:42:04 GMT
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Just so you all know, actual gameplay footage is being shown on Gametrailers TV on Spike channel today. I'll post pictures of it.

Subject: Re: The First C&C Tiberium Trailer!
Posted by F1r3st0rm on Sat, 26 Jan 2008 07:15:36 GMT

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Those aren't the Crysis req's, they're UT3 ones.