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Subject: Almost DOne Developing Tiberian Sun Alliances MMORTS Browser Game  
Posted by [Dreamcaseal](#) on Fri, 16 Mar 2012 20:33:10 GMT

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Hey, guys. I did some major changes to the game the past day. If anyone was attempting to play it you'd know it was completel broken even if you got in the game to play. Originally you would level up your factories and they would take more and more time and resources at higher levels. Now all structures are only built once and give a static amount of resources once you have built up your base. The new interesting feature is now an attacker can completely destroy your base and all your work you put into it. They can destroy your power plant, refinery, warfactory, units, defense structures, etc. I may be adding super weapons like the EMP cannon to disable enemy units if used as well as several other things. Here is a video of it before the major changes listed above. There is stil I tweaking but I doubt and hope I wont have to rebuild the game due to bugs. This is a stable release so far I think. This is better than Tiberium Alliances, lol.

[http://www.youtube.com/watch?v=qqQ\\_1JG0HPk](http://www.youtube.com/watch?v=qqQ_1JG0HPk)

I'm not promising you'll like it but I think it's cool to at least look at.

<http://dreamcaseal.com/ts>

beta server^^

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Subject: Re: Almost DOne Developing Tiberian Sun Alliances MMORTS Browser Game

Posted by [halo2pac](#) on Sat, 17 Mar 2012 04:57:36 GMT

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looks interesting, I hope it works out well for you.

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Subject: Re: Almost DOne Developing Tiberian Sun Alliances MMORTS Browser Game

Posted by [Aircraftkiller](#) on Sat, 17 Mar 2012 05:11:17 GMT

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Renegade X

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Subject: Re: Almost DOne Developing Tiberian Sun Alliances MMORTS Browser Game

Posted by [TankClash](#) on Sat, 17 Mar 2012 07:08:21 GMT

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C&C\_Glacier\_Flying\_3TS.mix

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Subject: Re: Almost DOne Developing Tiberian Sun Alliances MMORTS Browser Game

Posted by [BAGUETTE](#) on Sat, 17 Mar 2012 18:43:40 GMT

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When did this start being created? Tiberium Alliances is actually fairly good, once you know what you are doing and join in huge alliances.

Its a good concept, are there any battle scenes or is it strictly static? I didn't have a huge look. The beginner page is pretty pathetic, even if its in beta lol, telling people to fuck off is prettttty discouraging.

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Subject: Re: Almost DOne Developing Tiberian Sun Alliances MMORTS Browser Game

Posted by [Starbuzz](#) on Sat, 17 Mar 2012 22:33:33 GMT

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Starbuzz's Harpy would like to make a alliance with liquidv2's Mammoth MK.II Y/N?

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Subject: Re: Almost DOne Developing Tiberian Sun Alliances MMORTS Browser Game

Posted by [Omar007](#) on Sat, 17 Mar 2012 22:47:42 GMT

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Starbuzz wrote on Sat, 17 March 2012 23:33Starbuzz's Harpy would like to make a alliance with liquidv2's Mammoth MK.II Y/N?

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Subject: Re: Almost DOne Developing Tiberian Sun Alliances MMORTS Browser Game

Posted by [Dreamcaseal](#) on Mon, 19 Mar 2012 23:11:54 GMT

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<http://www.youtube.com/watch?v=orc5FmLPqiU>

currently doing a complete revision of the game keeping most ogame mechanics like the leveling of base structures etc. i think that depth is necessary to be fun long term. trying to make a more ts feel. i think within a few mroe days ill have it fleshed out better but there will be a few more things to do.

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