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Subject: Re: Renegade 2 FPS

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 24 Sep 2007 22:12:34 GMT

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Well the Scrin, although introduced in Tiberian Sun, were never supposed to be their own faction. They were planned to have some influence in Tiberian Twilight, but the 3rd faction was supposed to be Cabal. I liked Command & Conquer 3's direction before the Scrin show up, because the "aliens attacking earth" idea has been overdone.

The thing I liked most about Tiberian Sun was the atmosphere. The game created this fictional war set in the future that seemed so real. There's a lot of back story and story tid-bits, which made me love the game. It didn't have anything too weird either, despite having mechs and the works.

I've always liked the Tiberium part of the series more than Red Alert, simply because the idea of "Russians vs The World" has been done too many times in games, movies, books, etc.

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Even though I do have my own gripes about Command & Conquer 3, I think an FPS based on it would still be a thrilling and worth-while experience

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