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Subject: C&C Tiberium - FPS Game

Posted by [NE]Fobby[GEN] on Tue, 11 Dec 2007 22:15:02 GMT

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From the C&C Reborn forums:

Quote:

According to Game Informer, the C&C FPS, "Tiberium", is to be set 11 years after the end of the 3rd tiberium war. You'll play Ricardo Vega, a Used-to-be- retired GDI field commander. I'm not going to rewrite the article, so just think of it as GRAW + Battlefield + R6: Vegas in the C&C Universe. So far, you'll be leading a R.A.I.D (Rapid Assault and Intercept Deployment) around the location of the tower in the Mediterranean Red Zone that NOD defended until it was built. There's no mentioning of you fighting NOD, but you will be fighting new Scrin infantry (the two given were Shrikes, little knee-high robots with blasters an a self-destruct, and Archons, think Scrin versions of Elites from Halo)

The units that were announced that you could command were standard infantry squads, missile infantry squads, a fugly version of the Titan, and new Orcas. You'll still get special powers, like an "Orbital Slug" that you can call upon your foes.

In any case, go read it, it's real. The C&C FPS has arrived!

<http://www.cncsaga.com/discuter/viewtopic.php?t=1703>

I have to say this: OMFG!

As much as I'd excited for a C&C FPS, I think putting "Battlefield" or "GRAW" gameplay is a disgrace to C&C mode. One of the main reasons why C&C mode was so fun in Renegade was because it was different from these games that are completely based on realism. Battlefield 2 and such games are dying way faster than Renegade is, because they're slow paced games.

Ren's gameplay was very brilliant, it just wasn't recognized, and thats what were doing for Ren07.

That kind of gameplay is just so intense. Especially when both teams are collaborating. A match can last for 3 hours, and you wouldn't even notice that time just flew by. Also most FPS games now a days are based way to much on realism, so having a more arcadish gameplay feels a bit fresh even though it has been done. A player wants to be able to go out on the field and to some damage, rather than go out, get hit by one bullet and die. That just becomes annoying

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