

---

Subject: Re: C&C Tiberium - FPS Game

Posted by [cmatt42](#) on Sun, 16 Dec 2007 18:27:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bigejoe14 wrote on Thu, 13 December 2007 18:14cmatt42 wrote on Thu, 13 December 2007 16:04My analogy is fine. I want a good, true, C&C FPS (the chicken). I'm given what looks like one (looks and tastes kind of like chicken), but is clearly something else that I don't want upon further inspection (fish dressed up as chicken).

It's a horrible analogy because resteraunts do not serve chicken flavored fish. You're just trying hard to make an analogy that fits, but then you just resort to mashing several things together at once that don't make sense.

Quote:Knowing "nothing" about the game is completely wrong. I know that the current title is simply "Tiberium", and you have to "capture" Tiberium to get new units. Since this is basically a Battlefield/other game mechanic, one can assume the rest of the game will have similar aspects to that of those games, i.e. delayed respawn times (it's a game, I just want to fucking play), being killed in a few shots after traveling for a while (only to get the stupid spawn delay again). We have ONE clear-cut game mechanic explained to us, and this somehow magically enables you to look into the future and see exactly how this game is going to function in and out? Try again.

Quote:"Blind anti-EA Rage" is also wrong, which I've proved to you on many occasions, and I should have no need to reiterate myself here.

Blind anti-EA rage is the foundation that the current C&C community is built upon. Does "fuck ea long live westwood!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!omgwoot" sound familiar to you at all? Because I still hear quite a bit of that tossed around here every now and then.

You're reusing the arguments that you lost with. Insert another coin.

---