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Subject: Re: C&C Tiberium - FPS Game

Posted by [Starbuzz](#) on Mon, 17 Dec 2007 23:55:36 GMT

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trooprm02 wrote on Mon, 17 December 2007 17:17My main issue is that in the Game Informer issue, it says, "Squad based gameplay", if it holds out true, I think were sadly in for a disappointment.

Some of the core elements in this new game are already set in stone.

Also, this new FPS is going to be made for the XBOX and PS3. Think about the fierce competition this FPS will face from the likes of Halo and others. So, while the Renegade community hopes for the best, we are in fact representing just a small fraction of the FPS genre. We pale in size when it comes to the fan bases of Battlefield, Halo and all the other big FPS games out there.

But Apoc's final words in his last post are a little comforting...who knows? Maybe EA will take the time/money/resources to develop a enhanced C&C Mode for us (as an extra multiplayer mode in additon to the one already covered on the magazine). Even if we lose this fight with EA, we always have another gem, Renegade 2007. Not that it is second-class but only because this new FPS from EA is probably our only chance to get a new Renegade.

So far from the GameInformer article, this worries me because it talks about Multiplayer:

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