
Subject: Re: C&C Tiberium - FPS Game

Posted by [Titan1x77](#) on Tue, 18 Dec 2007 04:49:11 GMT

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Hi Apoc, we exchanged a couple of emails about a year ago, concerning Renegade. I ask you, could you please show that document to the current development team?

If there is still time to kick around ideas on advancing/modifying Renegades C&C mode to appeal to a console and PC crowd, Then I have quite a few of them. Ive set forth plans for Renegade 2007 which involves going from a "vanilla" version of renegade, to enhancing it with elements modern day gamers feel is the "standard" and going beyond that with some of my own ideas, Im not going to give everything away here, but if there is time, contact me.

Quote:"In an age of COD 4, Halo 3, Bioshock, and Gears of War, we understand the standards and precedents set, please don't perceive us as ignorant or misunderstood or incapable."

When you mention GoW and Halo etc. and say it's the "standard", I think building on something more unique (C&C mode) and thinking outside the box is much more appealing and has a better chance to compete with these present day hits. Mixing the current standards with a unique gamemode not seen in any other game since 2002 would be something you should consider. Gamers want something fresh and new, maybe all of us here have had a taste of this before, but this game was overlooked by many now older gamers and was missed by many of the younger now current generation of players and I'm positive you'll return a very,very large percentage of people who had or still play Renegade.

C&C mode can be improved and advanced, but you'll need to keep the core gameplay intact.

Overall I'm happy with the attempt by EALA to bring us another C&C FPS. Not everyone will be happy no matter what, but please consider giving C&C mode another chance, if not, release some kick ass mod tools with it, so we the community can prove how much of a hit C&C mode CAN be.

If you can, drop a *hint* on what engine this is being developed on.

> As for the magazine scan above... it's what we all sort of feared, at least I fear that type of gameplay, I know Renegade was a lot more fun then just moving from point A to B to capture "fissures". Im not saying that it will be the same ol' bland game style as those other "node" capturing games, but I'm starting to get a rough idea that it will be similar, I will continue to follow where C&C:Tiberium goes in the coming months, and hope to see some suprisers.
