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Subject: Re: C&C Tiberium - FPS Game

Posted by [GEORGE ZIMMER](#) on Tue, 18 Dec 2007 19:03:49 GMT

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I take a bit of offense to that post, Surth. Even if I don't play Renegade daily, I still love how original the gameplay is. You just can't find another C&C mode in any other game.

I agree with what someone said earlier- Having a multiplayer with one of the options being a conquest type mode would be pretty cool. However, that shouldn't be the main focus on multiplayer- C&C mode should be.

I'd especially love it if there were 3 teams put into it, because even the original C&C Renegade doesn't have this (Although, if you look in the level edit files and such, it seems as if they DID plan on some sort of third, mutant side... But never got around to finishing it.).

I'd love to go around in screen aircraft raining hell down upon GDI and Nod .

I'm pretty sure most people here would agree that a Conquest mode for a C&C FPS would be nice, but the main focus should be the original C&C mode from Renegade.

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