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Subject: Re: C&C Tiberium - FPS Game

Posted by [Starbuzz](#) on Tue, 18 Dec 2007 21:31:40 GMT

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Cabal8616 wrote on Tue, 18 December 2007 15:25

Anyone else hoping they keep the apocalyptic feel of the game? It sort of reminds me of TS, but less desert-y. More metallic and green-ish/blue-ish. Which is cool.

Hey what you mean? Clarify please...

IMO, Renegade did not have a apocalyptic feel. I enjoyed the city streets, outdoor terrain, interior of buildings in Renegade. I liked the green trees and the sound of the wind blowing.

This new FPS seems to be different. Well, it is expected due to the new setting and all. But what I fear is a bland environment (especially like Halo) where there is miles and miles of boring scenery and bland hastily made buildings.