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Subject: Re: Crysis online - BF2 Clone?

Posted by [Ryu](#) on Sun, 06 Jan 2008 19:57:59 GMT

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u6795 wrote on Sun, 06 January 2008 19:39: Have they invented a new type of marijuana to smoke, or what?

Seriously, wtf. I don't know how much multiplayer you played but you must not have been paying attention.

My post on the APB/AR Forums:

Quote: V On a side note I'd like to say something.

I'm not sure how many of you have played Crysis (but I think westy did,) but you would be appalled how similar it's multiplayer "Power Play" mode is to C&C mode.

Sure it's not that Arcadey. You capture buildings instead of destroy them, each team has an HQ with automated defenses that you have to destroy to win. Throughout the map there are capturable Bunkers, War factories, Air pads and naval facilities. Bunkers function essentially like barracks. You can only spawn in bunkers (or a reinforcement truck buyable from the War Factory) and you can purchase things like equipment, weapons and customized loadouts in both.

War factories make land vehicles, Air pads and naval facilities are quite obvious.

Not to mention the fact it's fucking fun. I can safely say if Tiberium's multiplayer is anything like Crysis we've got a bit of epic win. It kicks the shit out of BF2/2142.

(Forgot to mention that there is even power plants! You can only capture them though ;9)

That would be all fun and games if the maps weren't so huge.

seriously.. Even with Maximum Speed it's too long.

I'm sorta 50/50 on it's online mode, If the maps were smaller, and you had a much better source of income (maybe 200P every 15 minutes?) It would be ok, But as it is now.. gah, I can't stand it.