
Subject: Re: C&C Tiberium - FPS Game

Posted by [Troopzor](#) on Thu, 17 Jan 2008 01:20:29 GMT

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well we are halfway through January.... and so far the Multi-player sounds more and more like a 1v1 tower point capture game:

Quote:> MULTI PLAY: We only had a quick glimpse of the multiplayer, but this could turn out to be the most popular part of the Tiberium package. Unlike most squad-based shooters, online play isn't about team deathmatch or anything obvious like that, instead players are able to take their AI armies into battle, with the ultimate aim to capture enough strategic positions in order to launch an Ion Cannon upon the opponent's base. "We wanted to offer something different and be unique, so that's really the driver for us," Plummer says. "This commanding of your units is so central to the game design and your arsenal that we felt this was a big opportunity to bring that into multiplayer and provide something new."

source: <http://forums.ea.com/mboards/thread.jspa?threadID=326702&tstart=0>

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