
Subject: Tiberium will KICK A\$\$!

Posted by [Starbuzz](#) on Fri, 11 Jul 2008 01:28:04 GMT

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Most would have seen the prototype gameplay but I can't wait for this sucker to come out...lol, a week ago, I was h8ing it!

<http://www.youtube.com/watch?v=DrYI8ps074k>

So the way I understand (not just from the video), it is more about YOU kinda in-charge of everything.

So, it is pretty much a different approach to making a RTS --> FPS conversion. Renegade was one way...this will be another innovative second way MINUS the heavy team work (atleast in SP).

-You in command of a squad (of different types of infantry/mechs)

-Advanced "Orders Command" system where you issue orders to your bot squad of infantry, mechs.

Now they MUST involve vehicles too. So, say you capture/start with a GDI base! Then in MP, your teammates, each having their individual squads defend the base using their own individual squads! NOT BAD IDEA AFTERALL!!!!!!!!!!!!!!

But that is just my hope...EA read this thread PLX!

Then you can make vehicles:

-You can either drive/fly a vehcile and issue orders to your squad/other bot vehicles. When you are done using the vehicle, you get off and the AI takes over it...the same AI you can order around!

If they can make a intelligence system for their bots! So, the bot squadmembers/vehciles that survive earn ranks and promotions and when they become elite, they pwn!

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Bah just a dream...but most certaintly it will be innovative! and this game is a giant WIP so EA wil listen to the future players of Tiberium...hmm, I must post this in EA forums (if anyone have not covered it already)...

Now, assuming I hope it also has Nod...I am sure they will include Nod in an expansion pack (better!)...then you can play in a Nod squad! That is bloody freaking awesome lol!

EA DAMMIT listen here and read this!

And this will make for BLOODY good 1v1's!! Unlike the bland "let's see who kill your base first" like in Renegade, this will take the 1v1 test to a EVEN HIGHER level!

OK...now let me go post this is EA forums...brb

EDIT!

And Halo 1, Halo 2, and Halo 3 came and went! lol...gamers need another UBER pwnage game like Halo...maybe Tiberium will replace Halo and be a money success?

EDIT2

No OFFENSE to Renegade 1v1 players! It takes skill and all so please DONT take my "let's see who kill your base first" comment seriously!
