
Subject: Re: Tiberium will KICK A\$\$!

Posted by [Nukelt15](#) on Sat, 12 Jul 2008 04:14:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here's a shooter that's still being played... just a few months shy of a decade after release, still running thanks to community-provided master servers. The granddaddy of all combined arms strategic shooters such as Renegade, as a matter of fact. I suspect that Tribes still lives for pretty much the same reason Renegade does (and will continue to): a rabid core of fans who acknowledge the game's flaws but think it kicks ass anyway and don't care how dated the graphics are.

For that matter, Battlefield 1942 still has a significant following, though it isn't anywhere near as popular since BF2 and 2142. Likewise with Counterstrike, for the same reasons. Still, the fact that either is still around at all should tell you something. Both of those would be your mainstream examples. It really isn't all that easy to kill a game as long as it has a dedicated community behind it. IMHO, all the proof we should ever need that Renegade will outlive Tiberium and anything else EA puts out under the C&C brand was handed to us when these forums passed into community hands. I'd lay good odds that Tiberium will be extremely popular, but it will never enjoy the level of community devotion that Renegade has.
