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

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 12 Jul 2008 21:52:22 GMT

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IronWarrior wrote on Sat, 12 July 2008 11:33I don't see why Tiberium MP will fail

Maybe because the whole game, including the multiplayer, revolves around you commanding bots and killing bots. I don't think people like going online only to find that they're just facing a bunch of bots and 1 human player who commands them. Multiplayer players want to be able to play with a team of real people.

Quote:I am sure EA won't make mistakes with this game.

It's not about making mistakes with the game itself, but rather the ideas implemented into the game. The concept seems to sway more towards console gamers rather than PC gamers.

The squad system might be innovating, but to me that's not what makes a game good.

And according to all of the Tiberium featurettes, the game will be Battlefield-esque. If Battlefield's your kind of game, then you may like it, but that's a very narrow audience nowadays. Especially with a lot of Battlefield-type games already out there.
