

---

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion

Posted by [Xpert](#) on Tue, 14 Jun 2011 00:03:44 GMT

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

---

My post on Atomix:

Quote:

I think you guys are implementing the RTS feel of it into an FPS version a little too much. Take credits away for repairing? This will make people not want to repair a building at all. All C&C RTS games take away credits for repairing. That's RTS. This is an FPS game.

---