

---

Subject: Tiberium will KICK A\$\$!

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

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

---

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 squadmemebers/vehciles that survive earn ranks and promotions and when they become elite, they pwn!

--

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!

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [F1r3st0rm](#) on Fri, 11 Jul 2008 01:33:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Tiberium will never replace original ren

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Lone0001](#) on Fri, 11 Jul 2008 01:39:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Tiberium is epic fail.

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 11 Jul 2008 02:10:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

A lot of what has been said here is old news. I believe that EA would be better off using Renegade has a stepping stone; improving what it didn't deliver (a good single player and netcode) and expanding what made it great (C&C mode).

I'm sure people will buy the game and play it, but I think C&C Renegade and C&C mode in general (mods like APB, AR, etc.) will outlive this game.

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [HeavyX101- Left](#) on Fri, 11 Jul 2008 02:32:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

To be honest. Tiberium is an arcade game which sucks. I dont like it. Renegade is way better than

it.

---

---

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

Posted by [thrash300](#) on Fri, 11 Jul 2008 02:58:17 GMT

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

---

{SB}Lone0001 wrote on Thu, 10 July 2008 20:39Tiberium is epic fail.

AHAHAHAHHAAAAAAAAHAHAHA Even Before E.A.s Work Is Finished,  
Already Being Described Like It Should Be E.A. Shouldn't Have Killed Westwood Studios And  
Fire The Original Designers And Directors.

---

---

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

Posted by [IronWarrior](#) on Fri, 11 Jul 2008 03:14:19 GMT

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

---

Tiberium will appeal to alot of people, just like any other game, it might not be a super hit with us  
die hand Renegade players, but for other FPS players, am sure they will like it.

I'm expecting it to be hit.

<http://tiberium-maps.com> / <http://tiberiumwiki.com>

---

---

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

Posted by [HeavyX101- Left](#) on Fri, 11 Jul 2008 03:37:02 GMT

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

---

Lol, my brother, aydynbek, says that when he will grow up, he will take westwood back and start it  
again. He also wants to finish the canceled games. ^^ lol

Edit: Tiberium-Maps.net = 1337 work!

---

---

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

Posted by [thrash300](#) on Fri, 11 Jul 2008 03:45:04 GMT

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

---

HeavyX101 wrote on Thu, 10 July 2008 22:37Lol, my brother, aydynbek, says that when he will  
grow up, he will take westwood back and start it again. He also wants to finish the canceled  
games. ^^ lol

Edit: Tiberium-Maps.net = 1337 work!

The Brother Hood Of N.O.D. Shall reward him greatly for that promise I think.

---

---

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

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 11 Jul 2008 03:53:24 GMT

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

---

What's N.O.D. ?

---

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

Posted by [thrash300](#) on Fri, 11 Jul 2008 04:08:34 GMT

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

---

[NEFobby[GEN] wrote on Thu, 10 July 2008 22:53]What's N.O.D. ?

N.O.D. Is An Elite Task Force Created By Kane Yes Kane Himself To Do The Job Of Spawn Killing G.D.I Orcas, The Task Force Consists Of 8 Heavily Trained, And Heavily Armed S.B.H. Who Have An Array Of Weaponry That They Some How Manage To Carry, The Weaponry That They Carry Is As Follows, 1. The Pistol, 2. Raptor Automatic Rifle, 3. The Main Weapon, The Ramjet Rifle, 4. A Flame Thrower, Perfect For Killing G.D.I. Enjineers That Happen To Be Repairing A Building In A Group, 5. A Rocket Launcher, 6. A S.B.H.s Weapon Of Choice The Lazer Rifle. The Task Force Was Used On Many Ocassions Like For An Instance During The Battle For City\_Flying, This Task Force Was Responsible For Shooting Down 6 Orcas 2 Of Which Were Believer To Be Carrying The Infamous G.D.I. I.O.N. Cannon Beacon To Do A Quick Deploy On The N.O.D. Base Stationed There, But Thanks To This Task Force The G.D.I. Orcas Never Reached Their Destination, Many Of The Drivers Of The G.D.I. Orcas Just Fell Down Straght To The Ground And Died, But A Rumor Has It That 2 Of The Drivers Were Apparently Captured And Are Currently Being Held In The N.O.D. Power Plant For Interrogation And Transport To A More Secure N.O.D. Base For Further Intterigation, Instances Such As These Prove That This Task Force Is A Particullarly Good Task Force And Has Proven Itself Indespenseble To The Brother Hood Of N.O.D. For Their Great And Daring Missions And Skirmishes With G.D.I. And In Many Cases They Came Out Victorious This Task Force Is Currently One Of The Brother Hood Of N.O.D.s Best Kept Secrets And Best Units And Only Comes To The Mouth Of A Regular N.O.D. Grount A Legend Or In A Rare Occasion They May Catch Them In Action Agianst G.D.I. But These Occasions Are Rare And Few Have Been Reported By Regular Forces Of N.O.D. But There Are Legends Out There I Think.

---

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

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 11 Jul 2008 04:38:07 GMT

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

---

I Think "Nod" Has No Initials I Think.

No such thing as "N.O.D." as it does not stand for anything.

Fucking troll.

---

---

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

Posted by [BlueThen](#) on Fri, 11 Jul 2008 06:39:04 GMT

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

---

thrash300 wrote on Thu, 10 July 2008 23:08[NEFobby[GEN] wrote on Thu, 10 July 2008 22:53]What's N.O.D. ?

N.O.D. Is An Elite Task Force Created By Kane Yes Kane Himself To Do The Job Of Spawn Killing G.D.I Orcas, The Task Force Consists Of 8 Heavily Trained, And Heavily Armed S.B.H. Who Have An Array Of Weaponry That They Some How Manage To Carry, The Weaponry That They Carry Is As Follows, 1. The Pistol, 2. Raptor Automatic Rifle, 3. The Main Weapon, The Ramjet Rifle, 4. A Flame Thrower, Perfect For Killing G.D.I. Enjineers That Happen To Be Repairing A Building In A Group, 5. A Rocket Launcher, 6. A S.B.H.s Weapon Of Choice The Lazer Rifle. The Task Force Was Used On Many Ocassions Like For An Instance During The Battle For City\_Flying, This Task Force Was Responsible For Shooting Down 6 Orcas 2 Of Which Were Believer To Be Carrying The Infamous G.D.I. I.O.N. Cannon Beacon To Do A Quick Deploy On The N.O.D. Base Stationed There, But Thanks To This Task Force The G.D.I. Orcas Never Reached Their Destination, Many Of The Drivers Of The G.D.I. Orcas Just Fell Down Straght To The Ground And Died, But A Rumor Has It That 2 Of The Drivers Were Apparently Captured And Are Currently Being Held In The N.O.D. Power Plant For Interrogation And Transport To A More Secure N.O.D. Base For Further Intterigation, Instances Such As These Prove That This Task Force Is A Particullarly Good Task Force And Has Proven Itself Indespenseble To The Brother Hood Of N.O.D. For Their Great And Daring Missions And Skirmishes With G.D.I. And In Many Cases They Came Out Victorious This Task Force Is Currently One Of The Brother Hood Of N.O.D.s Best Kept Secrets And Best Units And Only Comes To The Mouth Of A Regualar N.O.D. Grount A Legend Or In A Rare Occasion They May Catch Them In Action Agianst G.D.I. But These Occasions Are Rare And Few Have Been Reported By Regular Forces Of N.O.D. But There Are Legends Out There I Think.

Lets play a game, guys. Try to find a SINGLE word in there that doesn't have the first letter capitalized (numbers don't count).

Anyways, it looks like just another typical FPS, that probably have little to do with the C&C series, just taking advantage of the C&C series as advertising and promotion for the game.

---

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

Posted by [Goztow](#) on Fri, 11 Jul 2008 06:52:52 GMT

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

---

It will be a good game, probably, and I will probably enjoy the single player. However, it's nothing like renegade and we should be thankful for that! It means that good ol' Ren will be sticking along a bit longer .

---

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

Posted by [\\_SSnipe\\_](#) on Fri, 11 Jul 2008 06:54:38 GMT

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

---

id think it will be better then ren

---

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

Posted by [TD](#) on Fri, 11 Jul 2008 07:19:45 GMT

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

---

This will never be better than Renegade, but it's worth trying it at least.

---

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

Posted by [Zion](#) on Fri, 11 Jul 2008 07:32:37 GMT

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

---

BlueThen wrote on Fri, 11 July 2008 07:39 wrote on Thu, 10 July 2008 23:08[NEFobby[GEN] wrote on Thu, 10 July 2008 22:53]What's N.O.D. ?

N.O.D. Is An Elite Task Force Created By Kane Yes Kane Himself To Do The Job Of Spawn Killing G.D.I Orcas, The Task Force Consists Of 8 Heavily Trained, And Heavily Armed S.B.H. Who Have An Array Of Weaponry That They Some How Manage To Carry, The Weaponry That They Carry Is As Follows, 1. The Pistol, 2. Raptor Automatic Rifle, 3. The Main Weapon, The Ramjet Rifle, 4. A Flame Thrower, Perfect For Killing G.D.I. Engineers That Happen To Be Repairing A Building In A Group, 5. A Rocket Launcher, 6. A S.B.H.s Weapon Of Choice The Lazer Rifle. The Task Force Was Used On Many Ocasions Like For An Instance During The Battle For City\_Flying, This Task Force Was Responsible For Shooting Down 6 Orcas 2 Of Which Were Believer To Be Carrying The Infamous G.D.I. I.O.N. Cannon Beacon To Do A Quick Deploy On The N.O.D. Base Stationed There, But Thanks To This Task Force The G.D.I. Orcas Never Reached Their Destination, Many Of The Drivers Of The G.D.I. Orcas Just Fell Down Straght To The Ground And Died, But A Rumor Has It That 2 Of The Drivers Were Apparently Captured And Are Currently Being Held In The N.O.D. Power Plant For Interrogation And Transport To A More Secure N.O.D. Base For Further Intterigation, Instances Such As These Prove That This Task Force Is A Particullarly Good Task Force And Has Proven Itself Indespenseble To The Brother Hood Of N.O.D. For Their Great And Daring Missions And Skirmishes With G.D.I. And In Many Cases They Came Out Victorious This Task Force Is Currently One Of The Brother Hood Of N.O.D.s Best Kept Secrets And Best Units And Only Comes To The Mouth Of A Regualar N.O.D. Grount A Legend Or In A Rare Occasion They May Catch Them In Action Agianst G.D.I. But These Occasions Are Rare And Few Have Been Reported By Regular Forces Of N.O.D. But There Are Legends Out There I Think.

Lets play a game, guys. Try to find a SINGLE word in there that doesn't have the first letter capitalized (numbers don't count).

It would probably be more entertaining than Tiberium.

It's not NOD (or N.O.D for that matter), its Nod.

---

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Lone0001](#) on Fri, 11 Jul 2008 08:04:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

NOD = Never Oven Dry

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Herr Surth](#) on Fri, 11 Jul 2008 09:48:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:Tiberium is an arcade game which sucks. Right...

Quote:

Anyways, it looks like just another typical FPS, that probably have little to do with the C&C series, just taking advantage of the C&C series as advertising and promotion for the game. The games name is Tiberium, not C&C Tiberium, yet you bash EA for using the C&C name as an advert? How stupid are you?

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [mr£Ä\\$Ä-z](#) on Fri, 11 Jul 2008 10:31:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

TehstormZ wrote on Thu, 10 July 2008 20:33Tiberium will never replace original ren

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Herr Surth](#) on Fri, 11 Jul 2008 10:33:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

its not supposed to.

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [DrasticDR](#) on Fri, 11 Jul 2008 10:40:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thrash300 wrote on Fri, 11 July 2008 00:08N.O.D. Is An Elite Task Force Created By Kane Yes Kane Himself To Do The Job Of Spawn Killing G.D.I Orcas, The Task Force Consists Of 8 Heavily Trained, And Heavily Armed S.B.H. Who Have An Array Of Weaponry That They Some How Manage To Carry, The Weaponry That They Carry Is As Follows, 1. The Pistol, 2. Raptor Automatic Rifle, 3. The Main Weapon, The Ramjet Rifle, 4. A Flame Thrower, Perfect For Killing G.D.I. Enjineers That Happen To Be Repairing A Building In A Group, 5. A Rocket Launcher, 6. A

---

S.B.H.s Weapon Of Choice The Lazer Rifle. The Task Force Was Used On Many Ocasions Like For An Instance During The Battle For City\_Flying, This Task Force Was Responsible For Shooting Down 6 Orcas 2 Of Which Were Believer To Be Carrying The Infamous G.D.I. I.O.N. Cannon Beacon To Do A Quick Deploy On The N.O.D. Base Stationed There, But Thanks To This Task Force The G.D.I. Orcas Never Reached Their Destination, Many Of The Drivers Of The G.D.I. Orcas Just Fell Down Straght To The Ground And Died, But A Rumor Has It That 2 Of The Drivers Were Apparently Captured And Are Currently Being Held In The N.O.D. Power Plant For Interrogation And Transport To A More Secure N.O.D. Base For Further Intterigation, Instances Such As These Prove That This Task Force Is A Particullarly Good Task Force And Has Proven Itself Indespenseble To The Brother Hood Of N.O.D. For Their Great And Daring Missions And Skirmishes With G.D.I. And In Many Cases They Came Out Victorious This Task Force Is Currently One Of The Brother Hood Of N.O.D.s Best Kept Secrets And Best Units And Only Comes To The Mouth Of A Regular N.O.D. Grount A Legend Or In A Rare Occasion They May Catch Them In Action Agianst G.D.I. But These Occasions Are Rare And Few Have Been Reported By Regular Forces Of N.O.D. But There Are Legends Out There I Think.

---

---

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

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 11 Jul 2008 15:44:37 GMT

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

---

Single player might be worth a run through, the multiplayer seems boring though. Just you commanding an AI squad and taking over Tiberium outposts.

Anyways it seems like this whole game revolves around the bots and commanding bots. That means if the AI isn't smart enough, the whole game theory crashes to the ground, so EA better get that right.

Nonetheless though, it's not my kind of game.

---

---

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

Posted by [Nukelt15](#) on Fri, 11 Jul 2008 16:27:10 GMT

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

---

Quote:N.O.D. Is An Elite Task Force Created By Kane Yes Kane Himself To Do The Job Of Spawn Killing G.D.I Orcas, The Task Force Consists Of 8 Heavily Trained, And Heavily Armed S.B.H. Who Have An Array Of Weaponry That They Some How Manage To Carry, The Weaponry That They Carry Is As Follows, 1. The Pistol, 2. Raptor Automatic Rifle, 3. The Main Weapon, The Ramjet Rifle, 4. A Flame Thrower, Perfect For Killing G.D.I. Enjineers That Happen To Be Repairing A Building In A Group, 5. A Rocket Launcher, 6. A S.B.H.s Weapon Of Choice The Lazer Rifle. The Task Force Was Used On Many Ocasions Like For An Instance During The Battle For City\_Flying, This Task Force Was Responsible For Shooting Down 6 Orcas 2 Of Which Were Believer To Be Carrying The Infamous G.D.I. I.O.N. Cannon Beacon To Do A Quick Deploy On The N.O.D. Base Stationed There, But Thanks To This Task Force The G.D.I. Orcas Never Reached Their Destination, Many Of The Drivers Of The G.D.I. Orcas Just Fell Down Straght To

The Ground And Died, But A Rumor Has It That 2 Of The Drivers Were Apparently Captured And Are Currently Being Held In The N.O.D. Power Plant For Interrogation And Transport To A More Secure N.O.D. Base For Further Interrogation, Instances Such As These Prove That This Task Force Is A Particularly Good Task Force And Has Proven Itself Indispensable To The Brotherhood Of N.O.D. For Their Great And Daring Missions And Skirmishes With G.D.I. And In Many Cases They Came Out Victorious This Task Force Is Currently One Of The Brotherhood Of N.O.D.s Best Kept Secrets And Best Units And Only Comes To The Mouth Of A Regular N.O.D. Grunt A Legend Or In A Rare Occasion They May Catch Them In Action Against G.D.I. But These Occasions Are Rare And Few Have Been Reported By Regular Forces Of N.O.D. But There Are Legends Out There I Think.

I find you guilty of shift-key abuse, using "Nod" as an acronym, writing an obscenely long run-on sentence, egregious stupidity, and spelling "LASER" with a Z. How do you plead?

---

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Herr Surth](#) on Fri, 11 Jul 2008 16:48:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

GUILTY

---

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [sadukar09](#) on Fri, 11 Jul 2008 16:52:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nukelt15 wrote on Fri, 11 July 2008 11:27Quote:N.O.D. Is An Elite Task Force Created By Kane Yes Kane Himself To Do The Job Of Spawn Killing G.D.I Orcas, The Task Force Consists Of 8 Heavily Trained, And Heavily Armed S.B.H. Who Have An Array Of Weaponry That They Some How Manage To Carry, The Weaponry That They Carry Is As Follows, 1. The Pistol, 2. Raptor Automatic Rifle, 3. The Main Weapon, The Ramjet Rifle, 4. A Flame Thrower, Perfect For Killing G.D.I. Engineers That Happen To Be Repairing A Building In A Group, 5. A Rocket Launcher, 6. A S.B.H.s Weapon Of Choice The Lazer Rifle. The Task Force Was Used On Many Occasions Like For An Instance During The Battle For City\_Flying, This Task Force Was Responsible For Shooting Down 6 Orcas 2 Of Which Were Believed To Be Carrying The Infamous G.D.I. I.O.N. Cannon Beacon To Do A Quick Deploy On The N.O.D. Base Stationed There, But Thanks To This Task Force The G.D.I. Orcas Never Reached Their Destination, Many Of The Drivers Of The G.D.I. Orcas Just Fell Down Straight To The Ground And Died, But A Rumor Has It That 2 Of The Drivers Were Apparently Captured And Are Currently Being Held In The N.O.D. Power Plant For Interrogation And Transport To A More Secure N.O.D. Base For Further Interrogation, Instances Such As These Prove That This Task Force Is A Particularly Good Task Force And Has Proven Itself Indispensable To The Brotherhood Of N.O.D. For Their Great And Daring Missions And Skirmishes With G.D.I. And In Many Cases They Came Out Victorious This Task Force Is Currently One Of The Brotherhood Of N.O.D.s Best Kept Secrets And Best Units And Only Comes To The Mouth Of A Regular N.O.D. Grunt A Legend Or In A Rare Occasion They May Catch Them In Action Against G.D.I. But These Occasions Are Rare And Few Have Been Reported By Regular Forces Of N.O.D. But There Are Legends Out There I Think.

I find you guilty of shift-key abuse, using "Nod" as an acronym, writing an obscenely long run-on sentence, egregious stupidity, and spelling "LASER" with a Z. How do you plead?  
Why would he need to plead when you already found him guilty?

---

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [BlueThen](#) on Fri, 11 Jul 2008 17:35:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Surth wrote on Fri, 11 July 2008 04:48

Quote:

Anyways, it looks like just another typical FPS, that probably have little to do with the C&C series, just taking advantage of the C&C series as advertising and promotion for the game. The games name is Tiberium, not C&C Tiberium, yet you bash EA for using the C&C name as an advert?  
How stupid are you?

It's the fact that they're basing it off the C&C series, that's why C&C fans like us are discussing it all the time.

---

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [BlueThen](#) on Fri, 11 Jul 2008 17:37:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

DrasticDR wrote on Fri, 11 July 2008 05:40  
thrash300 wrote on Fri, 11 July 2008 00:08  
N.O.D. Is An Elite Task Force Created By Kane Yes Kane Himself To Do The Job Of Spawn Killing G.D.I Orcas, The Task Force Consists Of 8 Heavily Trained, And Heavily Armed S.B.H. Who Have An Array Of Weaponry That They Some How Manage To Carry, The Weaponry That They Carry Is As Follows, 1. The Pistol, 2. Raptor Automatic Rifle, 3. The Main Weapon, The Ramjet Rifle, 4. A Flame Thrower, Perfect For Killing G.D.I. Enjineers That Happen To Be Repairing A Building In A Group, 5. A Rocket Launcher, 6. A S.B.H.s Weapon Of Choice The Lazer Rifle. The Task Force Was Used On Many Ocassions Like For An Instance During The Battle For City\_Flying, This Task Force Was Responsible For Shooting Down 6 Orcas 2 Of Which Were Believer To Be Carrying The Infamous G.D.I. I.O.N. Cannon Beacon To Do A Quick Deploy On The N.O.D. Base Stationed There, But Thanks To This Task Force The G.D.I. Orcas Never Reached Their Destination, Many Of The Drivers Of The G.D.I. Orcas Just Fell Down Straght To The Ground And Died, But A Rumor Has It That 2 Of The Drivers Were Apparently Captured And Are Currently Being Held In The N.O.D. Power Plant For Interrogation And Transport To A More Secure N.O.D. Base For Further Intterigation, Instances Such As These Prove That This Task Force Is A Particullarly Good Task Force And Has Proven Itself Indespenseble To The Brother Hood Of N.O.D. For Their Great And Daring Missions And Skirmishes With G.D.I. And In Many Cases They Came Out Victorious This Task Force Is Currently One Of The Brother Hood Of N.O.D.s Best Kept Secrets And Best Units And Only Comes To The Mouth Of A Regular N.O.D. Grount A Legend Or In A Rare Occasion They May Catch Them In Action Agianst G.D.I. But These Occasions Are Rare And Few Have Been Reported By Regular Forces Of N.O.D. But There Are Legends Out There I Think.

## File Attachments

1) [1209083525149xc4.jpg](#), downloaded 807 times



---

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

Posted by [Starbuzzz](#) on Fri, 11 Jul 2008 18:33:48 GMT

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

---

IronWarrior wrote on Thu, 10 July 2008 22:14 Tiberium will appeal to alot of people, just like any other game, it might not be a super hit with us die hand Renegade players, but for other FPS players, am sure they will like it.

I'm expecting it to be hit.

<http://tiberium-maps.com/> / <http://tiberiumwiki.com>

Thank you! My sentiments exactly...if Renegade has 15,000 gamers TODAY, then that is still a small minority lol compared to the MILLIONS of FPS gamers across the world.

Tiberium may not be appealing to the 15,000 but it will for the millions...who need a newer way of playing FPS.

I am sure EA can come up with some sort of AI balancing, as Fobby mentioned that concern...too

many dumb AI = fail!

Also SADLY, i learned that NO VEHICLES to drive...thats BULL as vehicles are now a necessary feature in modern FPS games but let's see...also I don;t know about Nod. But this is only now and EA is busy with RA3 now.

What we will know is that this will become a real hit, lots of cash for EA, lots of addicted gamers, clans, 1v1's...blah blah...so it will be success.

And to those saying it won;t replace Ren...ROFL...it is not made to replace ren (thanks Surth)...

TT team will make W3D Renegade live forever...guranateeing firm player base for the future.

Ren X team will make the remake and this will attract more players.

Tiberium will be another one...I see all 3 as living on for a long time.

For sure, I know that Tiberium won't fail like Doom 3 (lols).

notE: Sorry about the poor arse grammer i am eating pizza.

---

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

Posted by [Lone0001](#) on Fri, 11 Jul 2008 18:50:06 GMT

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

---

I doubt any game will last as long as renegade(6 years and still going) unless it has a completely innovative gameplay, by the looks of Tiberium it is not innovative or new one bit, so I do not see it living longer.

---

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

Posted by [Herr Surth](#) on Fri, 11 Jul 2008 18:53:04 GMT

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

---

{SB}Lone0001 wrote on Fri, 11 July 2008 20:50| doubt any game will last as long as renegade(6 years and still going)  
LOL

---

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

Posted by [Lone0001](#) on Fri, 11 Jul 2008 19:00:58 GMT

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

---

Well if EA continues to buy out every company they can you will just keep getting copies of other games(then I bet they will only last for like 2-6 months) or half ass games that were rushed.

---

---

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

Posted by [Starbuzz](#) on Fri, 11 Jul 2008 19:36:48 GMT

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

---

{SB}Lone0001 wrote on Fri, 11 July 2008 13:50 I doubt any game will last as long as renegade(6 years and still going) unless it has a completely innovative gameplay, by the looks of Tiberium it is not innovative or new one bit, so I do not see it living longer.

People still play the original Prince of Persia 2: The Shadow and the Flame LOLS...and that was released in 1994!

People still play original Doom/Doom 2 and a community thrives...lol....

There are other games that lasts long...people still play Tetris too lols.

And this one lol: Halo: CE released in 2001...MANY still play!

NOTE: I am sure Tiberium won't be a failure and it will be as big as Halo...EA is a huge company...sure all are profit driven but does not mean they turn out crap all the time. See, they listend to fans about RA3 and changed the Apoc tank and made it look cooler! So, such a company won;t necessarily betray it's gamers for a couple more \$\$\$\$. I am sure once this RA3 is out of the way, EA will turn it's attention to Tiberium.

I think Tiberium will be like RA3...they already announce it and set it aside while they work on RA3. Remeber they announce RA3 in 2004 and worked on C&C3??...so likewise, once RA3 is out of the way, Tiberium will get attention.

Renegade is a great game but gamers have changed over the years. Everyone wants to have a chance to be an MVP generally. You can't if you are repairing vechs even if you are crucial to the whole winning...some gamers don't like that. Halo proved it too...eveyrone wants to be at the front lines flying, driving a tank, shooting a sniper rifle, or a assault rifle, or manning a turret..

I think it is this part of Ren that did not appeal to many + the poor reviews and bland graphics. The ones who play Ren (me too!) are the survivors who played the game and liked it...many don't. I hope Ren X will solve this problem and the remkake should attract better attention and more player base while W3D Ren will be even stronger with TT patches.

---

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

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 11 Jul 2008 19:47:53 GMT

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

---

Halo wasn't released in 2001, man. It was released late 2002 on Xbox, and I believe the Computer Edition came even later.

The games you've named have all received high sales, lots of advertisement and popularity.

Renegade on the other hand was never advertised properly (EA was too busy advertising MOH:AA which came out nearly the same time as Renegade) and didn't have a large number of sales. Not to mention the various downgrades that it has that we don't see in games like Halo CE. But despite all of this, Renegade's still outlived games that have received a lot of attention and high sales.

- Despite the no support from EA
- Despite the lack of a sequel
- Despite its sub-par graphics
- Despite its problems with cheaters
- Despite its lack of sales
- Despite its very average single player experience
- Despite its bugs

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Feetseek](#) on Fri, 11 Jul 2008 19:48:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

{SB}Lone0001 wrote on Fri, 11 July 2008 11:50| doubt any game will last as long as renegade(6 years and still going) unless it has a completely innovative gameplay, by the looks of Tiberium it is not innovative or new one bit, so I do not see it living longer.

Starcraft?

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 11 Jul 2008 19:55:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I thought Starcraft was pretty innovating, especially with the easy-to-use editor and all the "UMS" (Use Map Settings, kind of like mods) maps.

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [GEORGE ZIMMER](#) on Fri, 11 Jul 2008 22:01:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Tiberium seems like it'll be ok for singleplayer, but the multiplayer will make me hate it unless it has C&C mode, I bet.

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Muad Dib15](#) on Sat, 12 Jul 2008 01:35:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

N.O.D. stands for Niggas Of Doom!

/quote APB person

---

---

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

Posted by [HeavyX101- Left](#) on Sat, 12 Jul 2008 02:09:29 GMT

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

---

Muad Dib15 wrote on Fri, 11 July 2008 21:35N.O.D. stands for Niggas Of Doom!

/quote APB person

Racist bastard.

---

---

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

Posted by [Lone0001](#) on Sat, 12 Jul 2008 02:25:55 GMT

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

---

pawkyfox wrote on Fri, 11 July 2008 15:36{SB}Lone0001 wrote on Fri, 11 July 2008 13:50I doubt any game will last as long as renegade(6 years and still going) unless it has a completely innovative gameplay, by the looks of Tiberium it is not innovative or new one bit, so I do not see it living longer.

People still play the original Prince of Persia 2: The Shadow and the Flame LOLS...and that was released in 1994!

People still play original Doom/Doom 2 and a community thrives...lol....

There are other games that lasts long...people still play Tetris too lols.

And this one lol: Halo: CE released in 2001...MANY still play!

NOTE: I am sure Tiberium won't be a failure and it will be as big as Halo...EA is a huge company...sure all are profit driven but does not mean they turn out crap all the time. See, they listend to fans about RA3 and changed the Apoc tank and made it look cooler! So, such a company won;t necessarily betray it's gamers for a couple more \$\$\$\$. I am sure once this RA3 is out of the way, EA will turn it's attention to Tiberium.

I think Tiberium will be like RA3...they already announce it and set it aside while they work on RA3. Remeber they announce RA3 in 2004 and worked on C&C3??...so likewise, once RA3 is out of the way, Tiberium will get attention.

Renegade is a great game but gamers have changed over the years. Everyone wants to have a chance to be an MVP generally. You can't if you are repairing vechs even if you are crucial to the whole winning...some gamers don't like that. Halo proved it too...evyrone wants to be at the front lines flying, driving a tank, shooting a sniper rifle, or a assult rifle, or manning a turret..

I think it is this part of Ren that did not appeal to many + the poor reviews and bland graphics. The ones who play Ren (me too!) are the survivors who played the game and liked it...many don't. I hope Ren X will solve this problem and the remkake should attract better attention and more player base while W3D Ren will be even stronger with TT patches.

Oh don't get me started on RA3 I think that game is a complete joke and wrecks the series in my eyes(everything can go in the water even the engineer WTF? what is the use of having water now?) and don't even get me started about "Tasha".

Feetseek wrote on Fri, 11 July 2008 15:48{SB}Lone0001 wrote on Fri, 11 July 2008 11:50I doubt any game will last as long as renegade(6 years and still going) unless it has a completely innovative gameplay, by the looks of Tiberium it is not innovative or new one bit, so I do not see it living longer.

Starcraft?

I know I didn't mention it but I'm more thinking of shooters at the monment. Anyways if there would be any game that had a chance to last a few years to me it would be Diablo 3(when it comes out), Diablo 2 still kicks ass.

---

**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.

---

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

Posted by [Aircraftkiller](#) on Sat, 12 Jul 2008 04:24:23 GMT

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

---

{SB}Lone0001 wrote on Thu, 10 July 2008 21:39Tiberium is epic fail.

You're a winner, repeating cliches that stopped being funny last year. I'd rather play Tiberium than listen to you pretend you're amusing or original.

---

---

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

Posted by [Lone0001](#) on Sat, 12 Jul 2008 04:38:30 GMT

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

---

I was stating my opinion.

---

---

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

Posted by [N1warhead](#) on Sat, 12 Jul 2008 04:52:23 GMT

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

---

This game looks really stupid, I see nothing in it that looks like C&C, of course I never really played the new one all to much I think it's gay as well.

But yeah, Tiberium looks like a pile of dog shit to me LOL>.

---

---

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

Posted by [BlueThen](#) on Sat, 12 Jul 2008 05:46:15 GMT

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

---

N1warhead wrote on Fri, 11 July 2008 23:52This game looks really stupid, I see nothing in it that looks like C&C, of course I never really played the new one all to much I think it's gay as well.

But yeah, Tiberium looks like a pile of dog shit to me LOL>.

Well, the mechs are sort of C&C, but you can find those in a lot of games.

---

---

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

Posted by [u6795](#) on Sat, 12 Jul 2008 05:51:15 GMT

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

---

Let's not forget that green crystal shit, that seems to be one of those recurring themes in C&C games.

---

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [a000clown](#) on Sat, 12 Jul 2008 09:02:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm almost sure the multiplayer will suck, although the single player I might enjoy for a few hours/days depending on the difficulty.

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Aircraftkiller](#) on Sat, 12 Jul 2008 12:42:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

{SB}Lone0001 wrote on Sat, 12 July 2008 00:38I was stating my opinion.

"epic fail" isn't an opinion, you moron.

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Goztow](#) on Sat, 12 Jul 2008 13:05:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Please refrain from flaming other forum members.

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Lone0001](#) on Sat, 12 Jul 2008 13:30:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

To you maybe it isn't to me it is.

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [IronWarrior](#) on Sat, 12 Jul 2008 15:33:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I don't see why Tiberium MP will fail, it's just a other FPS and all the FPS's out there are the same, they all share the same aspects, so it will be a hit.

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Aircraftkiller](#) on Sat, 12 Jul 2008 18:18:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

{SB}Lone0001 wrote on Sat, 12 July 2008 09:30To you maybe it isn't to me it is.

To sum up what you're saying, you have no originality and any opinions you think you have really

---

came from overused internet cliches.

---

---

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

Posted by [a000clown](#) on Sat, 12 Jul 2008 18:22:25 GMT

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

---

IronWarrior wrote on Sat, 12 July 2008 11:33I don't see why Tiberium MP will fail, it's just a other FPS and all the FPS's out there are the same, they all share the same aspects, so it will be a hit. I don't know. I guess I'm just being biased because I'm more of an RTS gamer, Renegade is the only FPS I've actually enjoyed playing for a long duration because it gives you an RTS feel with the importance of buildings and their different functions. Pure FPS games just aren't for me, they lack the strategy you find in Renegade.

It probably will be a hit and an overall good game, just not my style of gameplay. Renegade is unique, nothing can compare until a sequel is made.

---

---

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

Posted by [BlueThen](#) on Sat, 12 Jul 2008 18:36:02 GMT

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

---

Aircraftkiller wrote on Sat, 12 July 2008 13:18{SB}Lone0001 wrote on Sat, 12 July 2008 09:30To you maybe it isn't to me it is.

To sum up what you're saying, you have no originality and any opinions you think you have really came from overused internet cliches.

Why are you over-reacting over something as simple as "epic fail"? Get over it.

---

---

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

Posted by [Starbuzz](#) on Sat, 12 Jul 2008 18:47:26 GMT

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

---

I think Aircraftkiller (lol nice nick) is saying to not bash something without giving supporting evidence.

I am sure EA won't make mistakes with this game. They KNOW this is the second C&C FPS, they know the first did not do well sales-wise.

And we even have 1 or 2 Renegade developers on the Tiberium team. Surely, they will make something innovative. I am sure they looked at C&C mode. All I am saying is the first looks can be deceiving...and this is a WIP. I am sure more details will be released as they work on it.

---

---

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

Posted by [Herr Surth](#) on Sat, 12 Jul 2008 18:49:56 GMT

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

---

ack doesnt like internet memes coming from 4chan ;D

---

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

Posted by [gearbud](#) on Sat, 12 Jul 2008 19:34:24 GMT

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

---

In my opinion from first looks, this looks like nothing but an expansion for Battlefield 2142 with some C&C elements splashed around here and there. The seeming lack of the only thing that made Rene fun, C&C Mode, puts me off this game hard, and this squad mode they're pushing puts me off even harder. And just because EA is such a large company does not guarantee this game's success. The size of EA might even impede this game's longevity. With a large portion of their servers spooling up for the upcoming incredibly massive Spore, I see this game getting left out cold by both the players, and the publisher.

But I'm willing to leave off final judgments until I actually play the game, which so many people fail to do since it has an EA sticker on it.

---

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

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

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

---

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.

---

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

Posted by [R315r4z0r](#) on Sat, 12 Jul 2008 23:52:33 GMT

---

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

---

I don't get how people are bashing the multiplayer mode. We know next to nothing about it...

The details include up to 8 different people can join a game. And something about capturing Tiberium spikes. Thats about it.

And any thing with the over the top adjective 'epic' in front of it never gets old. And it is no longer an internet thing, I've seen and heard it used in real life plenty of times... just like 'lol' and 'brb.'

---

---

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

Posted by [Nukelt15](#) on Sun, 13 Jul 2008 04:07:24 GMT

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

---

Having bots is one thing; that's come to be expected as much as any other common feature of shooters these days, to the point where a game that lacks bot support often suffers in reviews for the fact. Having control of bots in multiplayer, though? I can see about a zillion different problems with that, all of which begin and end with the typical characteristics of bots: uncannily good aim, poor or nonexistent pathfinding, poor tactical responses (taking cover behind explosive barrels), blocking the player in corners, horrid driving/piloting skills, and so forth. Unless EA nails the AI spot-on, that alone could spell death for a game like Tiberium- and I've yet to see any game where the AI even approaches that sort of perfection. The videos we've been shown so far don't exactly inspire much confidence in EA being able to correct that deficiency, either.

---

---

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

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 13 Jul 2008 04:33:05 GMT

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

---

Yes precisely what I'm saying, since this is a tactical game which revolves around commanding bots and fighting bots, then the bots will need to be spot on in perfection. Which, even after so many years of developing AI, is difficult to do and predict.

---

---

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

Posted by [Starbuzz](#) on Sun, 13 Jul 2008 09:55:28 GMT

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

---

[NEFobby[GEN] wrote on Fri, 11 July 2008 14:47]Halo wasn't released in 2001, man. It was released late 2002 on Xbox, and I believe the Computer Edition came even later.

November 15, 2001...I checked everywhere. Your are right about the computer version.

Nukelt15 wrote on Sat, 12 July 2008 23:07uncannily good aim,

I have played some games (as early as 1999) where the AI shoots at you and "trains" on you as it

---

fires shots gradually. So the first 1-2 shots would miss but would come very close. Then the 3rd or 4th would hit depending on the player's defensive maneuvers.

Nukelt15 wrote on Sat, 12 July 2008 23:07poor or nonexistent pathfinding,

But that can most certainly be improved if the work is put into it.

Nukelt15 wrote on Sat, 12 July 2008 23:07poor tactical responses (taking cover behind explosive barrels), blocking the player in corners,

EA has already said, in regards to Tiberium, that the bot squad would find cover by hiding behind terrain, the walkers legs, and other natural obstacles.

Nukelt15 wrote on Sat, 12 July 2008 23:07horrid driving/piloting skills, and so forth.

I don't know about that tbh. But Orca squads will be available for air support...so I fully expect EA to get that AI cleaned up.

Nukelt15 wrote on Sat, 12 July 2008 23:07Unless EA nails the AI spot-on, that alone could spell death for a game like Tiberium- and I've yet to see any game where the AI even approaches that sort of perfection.

A squad-based shooter practically revolves around AI. EA is not going to make a failure-game on purpose...that would be ridiculous. We have had other squad-based shooters before...the only one I have and played is Breed, made by Brat Designs (don't play it WITHOUT the later patch). I am thinking it will be similar to that except, since EA is a giant, we can rest assured that the type of squad glitches that came with Breed won't come with Tiberium.

We may be in for some solid good stuff.

Nukelt15 wrote on Sat, 12 July 2008 23:07The videos we've been shown so far don't exactly inspire much confidence in EA being able to correct that deficiency, either.

We had 1 trailer and to my knowledge, 1 short gameplay video so far.

--

All I am saying is don't dismiss the game already (lol)...be optimistic. We are all saying stuff based on the few things we know about MP...we have not even heard what else is going to be there. EA said that they need to change tactics when it comes to making FPS games after the likes of Halo...they would want people to love this game and play it online as Halo players do...I highly doubt Tiberium will be crap.

As for claims that it is not true C&C, well that is correct. Tiberium is a whole universe of it's own. Future FPS games from EA would carry names like Tiberium: XXXXXXXXXXXX XXXXXXXXXXXX

So, Tiberium is a brand like Command & Conquer. Also, I won't be surprised if Renegade players don't like where EA is taking C&C. EA already has a huge player base with C&C3...I personally

call them the "Scrin generation"...I know many oldies don't like/ not comfortable with the Scrin (me included) but there are a million C&C3 players out there that like Scrin. Tiberium will attract them and Tiberium will attract any FPS fan and fanatic.

It won't hurt to give it a try. But if EA does not included Nod, then it would injustice to the oldies...I am hoping they do that with Tiberium, atleast in an expansion. But the other FPS games that would follow Tiberium would surely have Nod.

EDIT:

As for MP, they can always have options to play with or without bots. I think it will be great with a squad based shooter. So, you actually need to think and use your squad effectively rather than just a 1v1 eye to eye, gun to gun fight...

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Muad Dib15](#) on Sun, 13 Jul 2008 13:57:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Sat, 12 July 2008 18:52I don't get how people are bashing the multiplayer mode. We know next to nothing about it...

The details include up to 8 different people can join a game. And something about capturing Tiberium spikes. Thats about it.

And any thing with the over the top adjective 'epic' in front of it never gets old. And it is no longer an internet thing, I've seen and heard it used in real life plenty of times... just like 'lol' and 'brb.'

capture the tiberium spikes: capture the outposts

Same thing as BF2

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 13 Jul 2008 14:21:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Actually yes you're right, my apologies pawkyfox. I was probably just thinking of the PC version, which came out on September 30 2003. But yes my other points on the game still stand.

As for the multiplayer, even if there is an option to not fight with the bots, it's just going to be a maximum of 4 players per team.

---

Subject: Re: Tiberium will KICK A\$\$!  
Posted by [Herr Surth](#) on Sun, 13 Jul 2008 14:33:05 GMT

which happens to be the best amount of persons possible for renegade <3

---

---

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

Posted by [Lone0001](#) on Mon, 14 Jul 2008 03:24:59 GMT

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

---

Aircraftkiller wrote on Sat, 12 July 2008 14:18{SB}Lone0001 wrote on Sat, 12 July 2008 09:30To you maybe it isn't to me it is.

To sum up what you're saying, you have no originality and any opinions you think you have really came from overused internet cliches.

Ok I think Tiberium sucks and dislike it because there is no creativity/innovation in the game and just borrows elements from other games and looks bad in my opinion(happy?).

They will have to get the bots to use different tactics and not just the same ones all the time for each order(a difficult thing to do there) or else there simply won't be much challenge to this game, and ordering bots around for a whole game? that right there seems pretty boring.

---

---

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

Posted by [thrash300](#) on Thu, 17 Jul 2008 04:38:57 GMT

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

---

pawkyfox wrote on Sun, 13 July 2008 04:55[NEFobby[GEN] wrote on Fri, 11 July 2008 14:47]Halo wasn't released in 2001, man. It was released late 2002 on Xbox, and I believe the Computer Edition came even later.

November 15, 2001...I checked everywhere. Your are right about the computer version.

Nukelt15 wrote on Sat, 12 July 2008 23:07uncannily good aim,

I have played some games (as early as 1999) where the AI shoots at you and "trains" on you as it fires shots gradually. So the first 1-2 shots would miss but would come very close. Then the 3 rd or 4th would hit depending on the player's defensive manueveers.

Nukelt15 wrote on Sat, 12 July 2008 23:07poor or nonexistent pathfinding,

But that can most certaininly be improved if the work is put into it.

Nukelt15 wrote on Sat, 12 July 2008 23:07poor tactical responses (taking cover behind explosive barrels), blocking the player in corners,

EA has already said, in regards to Tiberium, that the bot squad would find cover by hiding behind terrain, the walkers legs, and other natural obstakles.

---

Nukelt15 wrote on Sat, 12 July 2008 23:07horrid driving/piloting skills, and so forth.

I don't know about that tbh. But Orca squads will be available for air support...so I fully expect EA to get that AI cleaned up.

Nukelt15 wrote on Sat, 12 July 2008 23:07Unless EA nails the AI spot-on, that alone could spell death for a game like Tiberium- and I've yet to see any game where the AI even approaches that sort of perfection.

A squad-based shooter practically revolves around AI. EA is not going to make a failure-game on purpose...that would be ridiculous. We have had other squad-based shooters before...the only one I have and played is Breed, made by Brat Designs (don't play it WITHOUT the later patch). I am believing it will be similar to that except, since EA is a giant, we can rest assured that the type of squad glitches that came with Breed won't come with Tiberium.

We may be in for some solid good stuff.

Nukelt15 wrote on Sat, 12 July 2008 23:07The videos we've been shown so far don't exactly inspire much confidence in EA being able to correct that deficiency, either.

We had 1 trailer and to my knowledge, 1 short gameplay video so far.

--

All I am saying is don't dismiss the game already (lol)...be optimistic. We are all saying stuff based on the few things we know about MP...we have not even heard what else is going to be there. EA said that they need to change tactics when it comes to making FPS games after the likes of Halo...they would want people to love this game and play it online as Halo players do...I highly doubt Tiberium will be crap.

As for claims that it is not true C&C, well that is correct. Tiberium is a whole universe of it's own. Future FPS games from EA would carry names like Tiberium: XXXXXXXXXXXX XXXXXXXXXXXX

So, Tiberium is a brand like Command & Conquer. Also, I won't be surprised if Renegade players don't like where EA is taking C&C. EA already has a huge player base with C&C3...I personally call them the "Scrin generation"...I know many oldies don't like/ not comfortable with the Scrin (me included) but there are a million C&C3 players out there that like Scrin. Tiberium will attract them and Tiberium will attract any FPS fan and fanatic.

It won't hurt to give it a try. But if EA does not included Nod, then it would injustice to the oldies...I am hoping they do that with Tiberium, atleast in an expansion. But the other FPS games that would follow Tiberium would surely have Nod.

EDIT:

As for MP, they can always have options to play with or without bots. I believe it will be great with a squad based shooter. So, you actually need to believe and use your squad effectively rather

than just a 1v1 eye to eye, gun to gun fight...

I believe That It Would Have Been Nice If The Game Command And Conquer The First Decade Would Have Been Popular Release I Believe.

---

---

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

Posted by [thrash300](#) on Sat, 19 Jul 2008 06:54:18 GMT

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

---

HeavyX101 wrote on Thu, 10 July 2008 22:37Lol, my brother, aydynbek, says that when he will grow up, he will take westwood back and start it again. He also wants to finish the canceled games. ^^ lol

Edit: Tiberium-Maps.net = 1337 work!

Wait Was He Serious I Believe?.

---