

---

Subject: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Account](#) on Wed, 17 Mar 2010 06:48:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

<http://forums.commandandconquer.com/jforum/posts/list/37460.page>

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [nopol10](#) on Wed, 17 Mar 2010 06:57:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Please fucking warn people before you link them to a page with thousands of gifs and flash players.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [EvilWhiteDragon](#) on Wed, 17 Mar 2010 11:05:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

1MB+ gifs, even.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [reborn](#) on Wed, 17 Mar 2010 13:29:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I pre-ordered the new CNC, but I did so from Amazon because it was cheaper and because I want the box (not a direct download, kthnx).  
I am desperate to see the cinematics and such, I can't believe that no mofo has posted up the cinematics on youtube already.. WTF?!

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Kimb](#) on Wed, 17 Mar 2010 15:25:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thanks for crashing my internet browser!!!

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [zeratul](#) on Wed, 17 Mar 2010 15:48:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Kimb wrote on Wed, 17 March 2010 09:25 thanks for crashing my internet browser!!!  
did the same to me

---

2 words for your effort Account...

FUCK YOU

edit: Grammer

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Kimb](#) on Wed, 17 Mar 2010 15:50:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Zeratul wrote on Wed, 17 March 2010 09:48FUCK YOU  
^this

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [zeratul](#) on Wed, 17 Mar 2010 15:59:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I managed to load it this time without crash but still...  
Zeratul wrote on Wed, 17 March 2010 09:482 words for your effort Account...

FUCK YOU

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [DRNG](#) on Wed, 17 Mar 2010 16:18:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm not even going to bother reading any of that.

1. I don't care.
  2. Too much crap on the page, as everyone has stated above.
- 

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Kimb](#) on Wed, 17 Mar 2010 17:39:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

this seems

maybe you should try spoiler it all, and warn us about it? xD

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Boofst0rm](#) on Wed, 17 Mar 2010 21:50:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [nopol10](#) on Thu, 18 Mar 2010 00:10:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Also, he's Scrin, or Scrinoid, or whatever.

And that wasn't a review as you put in the title of the thread on the C&C forums.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [zeratul](#) on Thu, 18 Mar 2010 01:07:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

6 more words for your effort Account...

THIS SHIT BELONGS IN SPAM FEST

Edit: bad math

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Jerad2142](#) on Fri, 19 Mar 2010 01:47:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Who cares if he spoiled it?

Bad game is bad.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [GEORGE ZIMMER](#) on Fri, 19 Mar 2010 03:01:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hurp de durp lets bash a game cuz it's not the same exact as the original hurr

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [zeratul](#) on Fri, 19 Mar 2010 03:12:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Jerad Gray wrote on Thu, 18 March 2010 19:47Bad game is bad.  
That statement "iz teh w1n"

GEORGE ZIMMER wrote on Thu, 18 March 2010 21:01hurp de durp lets bash a game cuz it's not  
the same exact as the original hurr  
That statement "iz nut teh w1n"

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Kimb](#) on Fri, 19 Mar 2010 07:24:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Zeratul wrote on Thu, 18 March 2010 21:12Jerad Gray wrote on Thu, 18 March 2010 19:47Bad  
game is bad.  
That statement "iz teh w1n"

GEORGE ZIMMER wrote on Thu, 18 March 2010 21:01hurp de durp lets bash a game cuz it's not  
the same exact as the original hurr  
That statement "iz nut teh w1n"  
That statement "iz teh fial"

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [EvilWhiteDragon](#) on Fri, 19 Mar 2010 08:26:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I can imagen Scrin loving CnC4, it haz lazerz n shit!~!

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Kimb](#) on Fri, 19 Mar 2010 08:38:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

EvilWhiteDragon wrote on Fri, 19 March 2010 02:26I can imagen Scrin loving CnC4, it haz lazerz  
n shit!~!  
and bloom'z

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Dover](#) on Fri, 19 Mar 2010 09:59:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If you guys actually clicked a link posted by someone named "Account" from Russia with 35 posts, then you deserve whatever horrors lie beyond.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [zeratul](#) on Fri, 19 Mar 2010 18:50:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dover makes a point that i cannot deny

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Clark Kent](#) on Sat, 20 Mar 2010 00:18:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

RA3 ftw tbh, I know most didn't care for Generals Zero Hour... but I think RA3 is a perfect mix between that and RA2. Also story line is cool with space time continuum and crazy Japs trying to take over the world.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Dover](#) on Sat, 20 Mar 2010 00:45:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Clark Kent wrote on Fri, 19 March 2010 17:18Also story line is coolFucking Retarded with space time continuum and crazy Japs trying to take over the world.

Fixed.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Clark Kent](#) on Sat, 20 Mar 2010 00:55:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dover wrote on Sat, 20 March 2010 08:45Clark Kent wrote on Fri, 19 March 2010 17:18Also story line is coolFucking Retarded with space time continuum and crazy Japs trying to take over the world.

Fixed.

Meh... I thought it was interesting... I just wonder what happen to Yuri, I don't remember RA2 story line very well been a few years since I played the campaigns.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [GEORGE ZIMMER](#) on Sat, 20 Mar 2010 01:05:03 GMT

---

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

---

Story doesn't matter to me for RA series (RA2 was already fucked up, don't even deny it).  
Gameplay looks great from all I've seen (Haven't played yet still).

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]

Posted by [Dover](#) on Sat, 20 Mar 2010 02:24:16 GMT

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

---

Clark Kent wrote on Fri, 19 March 2010 17:55Dover wrote on Sat, 20 March 2010 08:45Clark Kent wrote on Fri, 19 March 2010 17:18Also story line is coolFucking Retarded with space time continuum and crazy Japs trying to take over the world.

Fixed.

Meh... I thought it was interestingFUCKING RETARDED... I just wonderDON'T GIVE A FUCK ABOUT what happen to Yuri

Fixed again. RA1's story was compelling and unique. RA2 took a huge dump on RA1's grave. RA3 was just continuing the trend. For the record, Yuri's story arc ended in Yuri's Revenge, and good riddance too since that may just have been the most retarded thing in the C&C franchise.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 20 Mar 2010 02:24:44 GMT

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

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]

Posted by [DRNG](#) on Sat, 20 Mar 2010 02:33:32 GMT

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

---

I just watched the video where this came from.

Let me be one of many to say:

What the fuck was that awful piece of shit abomination spewed out from the deepest darkest bowels of EA.

An embarrasment to C&C.

A dissapointment for every fan.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Dover](#) on Sat, 20 Mar 2010 03:45:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

DRNG wrote on Fri, 19 March 2010 19:33

I just watched the video where this came from.

Let me be one of many to say:

What the fuck was that awful piece of shit abomination spewed out from the deepest darkest bowels of EA.

An embarrasment to C&C.

A dissapointment for every fan.

...And yet still somehow managing to be less shitty than RA2/RA3!

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Clark Kent](#) on Sat, 20 Mar 2010 03:48:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I seriously doubt C&C4 is better than RA2/RA3... I heard it completely fucked up the way C&C is played.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [zeratul](#) on Sat, 20 Mar 2010 04:22:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Clark Kent wrote on Fri, 19 March 2010 21:48 I seriously doubt C&C4 is better than RA2/RA3... I heard it completely fucked up the way C&C is played.  
it did

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Dover](#) on Sat, 20 Mar 2010 06:56:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

They could ship me a turd in a box with "C&C 4" written on it and that would give RA3 a run for it's money.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]

---

Posted by [GEORGE ZIMMER](#) on Sat, 20 Mar 2010 13:13:23 GMT

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

---

Dover wrote on Sat, 20 March 2010 00:56 They could ship me a turd in a box with "C&C 4" written on it and that would give RA3 a run for it's money.  
boohoo, RA3 had a cheesy story and cartoony graphics

I thought you faggots always say GAMEPLAY>GRAPHICS anyways

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 20 Mar 2010 16:02:12 GMT

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

---

Having played through both and not liking either, C&C4 makes RA3 look godlike.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]

Posted by [nikki6ixx](#) on Sat, 20 Mar 2010 20:00:30 GMT

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

---

From what I've read, it seems Kane has decided to become a liberal hippie douche and joined Greenpeace to save humanity by delivering it cheap, green electricity. Does he get around in a Toyota Prius?

What's the bulletpoints of this whole C&C4 story?

I honestly think EA is using C&C4 as a test-drive for a new style of RTS game that they are planning to produce in the future; in order to make it financially worth their time, they branded it C&C4, brought in Joey and another cast of acting school dropouts and packaged it as a grand finale in order to sell it to rabid C&C fans.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 20 Mar 2010 23:36:45 GMT

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

---

nikki6ixx wrote on Sat, 20 March 2010 15:00 From what I've read, it seems Kane has decided to become a liberal hippie douche and joined Greenpeace to save humanity by delivering it cheap, green electricity. Does he get around in a Toyota Prius?

What's the bulletpoints of this whole C&C4 story?

I honestly think EA is using C&C4 as a test-drive for a new style of RTS game that they are planning to produce in the future; in order to make it financially worth their time, they branded it C&C4, brought in Joey and another cast of acting school dropouts and packaged it as a grand finale in order to sell it to rabid C&C fans.

---

The game is essentially a crash test dummy of a "new", casual RTS gametype aimed at a casual non-RTS and non-hardcore gamer audience. It's not actually new, because its a mash-up of World in Conflict and Dawn of War 2, and beaten to pulp with two by fucking four.

Think of it like Battlefield's conquest mode, except in an RTS form. Similar to KOTH. Basically, whack a mole without the entertainment of having a hammer to whack those motherfucking moles.

The story was absolutely lame.

So here's what I establish from it: Kane wanted to get out of the earth, so he used Nod to quicken the growth and advancement of Tiberium. Then in C&C3 he used the Tiberium bomb to attract the Scrin, who built a tower, which would be the key to him getting out of the earth.

I find it lame how the role and purpose of the Tacitus changed from game to game. In Firestorm, it was basically a giant USB full of data - engineering formulas, tiberium information, etc. Then in C&C3, its purpose changed to "pointing to the coming of the Scrin". Then in Kane's Wrath, Legion fuses with the Tacitus (which appears to have no real affect in C&C4), and now in C&C4, it contains the keys to unlock the Scrin portal.

In KW we learned that Legion was related to CABAL (in some way), but this plays no role in C&C4. The Scrin play zero role whatsoever - I didn't want them in as a faction originally, but I would've at least wanted a subtle Scrin role in the game. Didn't they say at the end of C&C3 that they were gonna come back? Obviously that didn't happen.

The Forgotten were, once again, forgotten completely this time.

Why is the GDI and Nod commander the same person? Why is the GDI and Nod command centre the same set?

How the fuck did the Tiberium just disappear at the end? Everyone just lived happily ever after?

Where did the portal lead Kane and his followers? Who or what is Kane? We knew you were on the earth for a prolonged period ever since we realized that from RA1 to Tiberian Sun, you didn't age a bit, so that's practically old news.

The separatist movement was pretty lame - Kane is Nod, and Nod is Kane. He was held in very high esteem in Tiberian Dawn, and then worshiped by his followers in Renegade, Tiberian Sun, and C&C3. The separatist in KW made some sense, because Kane was hidden at that point, but a non-hidden-Kane giant separatist team is a bit unreal.

The wife scenes were terrible. Just utterly terrible.

And don't even get me started on the gameplay.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [nopol10](#) on Sat, 20 Mar 2010 23:52:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I was browsing around the Petroglyph forums to see if any of the developers sneakily made a comment about C&C4, but look at this...

[http://www.petroglyphgames.com/forums/index.php?/topic/12694-cc-4-announced/page\\_\\_st\\_\\_1600](http://www.petroglyphgames.com/forums/index.php?/topic/12694-cc-4-announced/page__st__1600)

First post. Shows how uncreative they are. Also in the cutscene where Pascal scans your eye implant, you see the C&C4 project directory.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Kimb](#) on Sat, 20 Mar 2010 23:59:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

interesting

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [R315r4z0r](#) on Sun, 21 Mar 2010 00:08:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I really liked RA3... in fact it's my favorite C&C game (bar Renegade)

It's the only C&C game to ever compel me to play multiplayer. Most of the time, C&C games tend to have the ability to be played in a brainless state. Most people try to rush to win and therefore don't necessarily "think" they just do. That is why I really gave up on multiplayer C&C games... because I like to think about what I do and have a battle of wits with my opponent... not an endless tank spam fest.

However, RA3 fixed this problem. I actually enjoyed it's multiplayer because I was able to actually strategize and plan attacks to out-maneuver my enemy and they wouldn't be able to simply overrun me with mindless tank spam!

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [nikki6ixx](#) on Sun, 21 Mar 2010 00:51:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Fobby wrote on Sat, 20 March 2010 17:36

The game is essentially a crash test dummy of a "new", casual RTS gametype aimed at a casual non-RTS and non-hardcore gamer audience. It's not actually new, because its a mash-up of World in Conflict and Dawn of War 2, and beaten to pulp with two by fucking four.

Think of it like Battlefield's conquest mode, except in an RTS form. Similar to KOTH. Basically, whack a mole without the entertainment of having a hammer to whack those motherfucking moles.

Hmm, ok. I don't play modern RTS' so I haven't been around. Just from playing the older C&C's and Starcraft, I figured that one of the core components of an RTS was a base. A mobile 'mother' unit that constructed every unit sounded new to me.

Fobby wrote on Sat, 20 March 2010 17:36

How the fuck did the Tiberium just disappear at the end? Everyone just lived happily ever after?

Wow that's disappointing. I was hoping the game would've ended with humanity's demise, or something close. It would've been better if they ended it on a grittier note of people still killing each other even if they're staring extinction in the face; sort of an 'Ozymandias' thing.

Fobby wrote on Sat, 20 March 2010 17:36

wife scenes

:/

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 21 Mar 2010 01:17:06 GMT

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

All the cutscenes:

<http://www.youtube.com/user/chatthekiller#p/u/5/0-Ucgn52dwl>

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]

Posted by [Starbuzz](#) on Mon, 29 Mar 2010 22:20:20 GMT

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

so Kane made all those wars just so he can go home to his Scrin mommy? Waste of an epic game series tbh.

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]

Posted by [Nightma12](#) on Tue, 30 Mar 2010 01:43:38 GMT

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

and to think the trailer actually looks pretty good...

<http://www.youtube.com/watch?v=DFWCmPos7TM>

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Nukelt15](#) on Tue, 30 Mar 2010 05:16:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ho hum. You mean there are actually folks out there who failed to learn their lesson after C&C3? Nevermind that EA just sort of shamelessly jacked the title that was supposed to go on the third Tiberian-universe game (yeah yeah, they own the rights, whoopee... it's still stupid to slap a decade-old rumormill title on a game that everyone already knows isn't gonna live up to its own reputation). "Oh, it's a revolutionary RTS, we just took out a few irrelevant things like base building and resource management. You'll love it!"

Okay, I can give them props for trying the no bases thing; that hasn't been revisited in mainstream RTS since Homeworld was the latest greatest thing- and it turned out to be one of the key elements of one of the best games in the genre. Trouble is, EA kinda fucked up on the "trying" part, and just went ahead and deleted a major staple of the C&C series without finding another solution that worked first.

There really isn't much here that couldn't have worked, either- and that's the sad part. RTS, sure- if RTS stand for Rushed, Thrown-together and Sloppy. The visuals are unimpressive, there's really nothing unique or particularly entertaining about the gameplay as compared to other titles, and the FMVs are utter shit. Utter. Fucking. Shit. Story is pretty much expected to be the weak point of any RTS, but it's like they went out of their way to do as bad of a job as possible in that department. It couldn't be worse if the lip-sync was off like an old Godzilla dub- that would only make it hilarious and bad.

Having watched some of the cutscenes on youtube now... I really, really wish there'd be a Zero Punctuation for this garbage. I know there won't be because Yahtzee generally doesn't bother with RTS, but damn would it be funny. Beyond funny. Gut-splittingly, floor-rollingly, ass-offingly nosecola funny.

I've typed and deleted about five different rants about how stupid it is to give "The Commander" a spouse as a supporting character. You're the Hand-of-fucking-God, not a family man. If you want to give an RTS a story with an emotional impact, drop a goddamn nuke on something. Kill off the CO. Kidnap the cute briefing chick or the Cool New Tech Guy. Unless the character in question is going to feature heavily in the hows and whys of the game world (read that: blowing shit up in fun new ways, and teaching me about how to do same), they need to have a more global impact than "honey, please make sure you're home for supper." There just aren't any words for how mindfuckingly stupid this really is.

Best for last, though... experience levels. In an RTS. That is all.

---

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [DRNG](#) on Tue, 30 Mar 2010 12:01:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nukelt15 wrote on Mon, 29 March 2010 23:16

I've typed and deleted about five different rants about how stupid it is to give "The Commander" a

spouse as a supporting character. You're the Hand-of-fucking-God, not a family man. If you want to give an RTS a story with an emotional impact, drop a goddamn nuke on something. Kill off the CO. Kidnap the cute briefing chick or the Cool New Tech Guy. Unless the character in question is going to feature heavily in the hows and whys of the game world (read that: blowing shit up in fun new ways, and teaching me about how to do same), they need to have a more global impact than "honey, please make sure you're home for supper." There just aren't any words for how mindfuckingly stupid this really is.

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 30 Mar 2010 15:26:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Absolutely agreed with Nukeit, this game was a train wreck on so many levels.

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Clark Kent](#) on Tue, 30 Mar 2010 18:05:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

It makes me really sad though... to think I will never actually get to finish this storyline myself, because after all the shit I have read and seen I will not waste my money buying this or time playing it.

Fuck you EA.

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [cmatt42](#) on Tue, 30 Mar 2010 20:41:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

The title of this thread is misleading.

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [DRNG](#) on Tue, 30 Mar 2010 21:39:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Nukelt15](#) on Wed, 31 Mar 2010 02:11:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Watch the ending on youtube. It's just as bad.

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [Jerad2142](#) on Fri, 16 Apr 2010 05:02:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nukelt15 wrote on Mon, 29 March 2010 23:16

Okay, I can give them props for trying the no bases thing; that hasn't been revisited in mainstream RTS since Homeworld was the latest greatest thing- and it turned out to be one of the key elements of one of the best games in the genre. Trouble is, EA kinda fucked up on the "trying" part, and just went ahead and deleted a major staple of the C&C series without finding another solution that worked first.

You should burn for relating Homeworld to this flaming pile of shit. Okay maybe not that extreme but there should be a law against comparing it to Homeworld, I mean it was logical for Homeworld not to have base building everything is in space.

CnC3 was the first step to retarding down the resource management making tib only grow in small areas, (actually that is a lie, RA2 made it so resources only grew in small spots, but it was okay in RA2 because those are mines and gold doesn't grow), RA3 was worse, finally this... thing came.

Kane flips out and is now trying to save the planet he helped poisoned with the tib in the first place.

In my mind, CnC series ended at Firestorm.

---

Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [zeratul](#) on Fri, 16 Apr 2010 05:09:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i agree with his last statement

---