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Subject: a bug that isn't a bug... BHS please look before acting

Posted by [Aircraftkiller](#) on Wed, 25 Aug 2004 20:51:52 GMT

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Right... There was no easy way out, they had no development time left. They squandered it with the absurdly easy SP missions for about four years, and focused on C&C Mode for about six months.

It was not the intent of WS to make the game turn out to be shoddy and unbalanced. If they had allocated their time to better things, like perfecting C&C Mode, you'd have gameplay that wouldn't have alienated the majority of players in the first year of the game's release.

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