C&C Tiberian dawn was my first C&C. It was great game, I played it over and over and I could not stop. I found it to be very fun, even when I had to exploit the AI so that I would win more easily, because I was not good (and old) enough to be good at it. After some years I realized that the wall exploit(you could build walls and AI would not destroy them) made game too easy(it was very easy already). But I still loved the game.

RA1 was much better and harder. When I played it for PSX, it was VERY hard, because it was not possible to save during missions. RA1 was also the only game that I ever played using the link cable (cable that allowed to connect 2 PSX together). I liked the game, and I still do, even if it has many bugs/exploits(infantry was almost useless) and some almost useless units (thief, spy, mine layer). I sometimes think the game was a bit unbalanced

Tiberian Sun was not as good game. Maybe because I did not know that the game speed was very slow by default, and in order to make it more fun, I had to increase speed. After I did that, the game was more fun than ever, and I loved the great animations between the missions.

Red Alert 2 was fun from the start, even when the single player missions were way too easy.

Renegade was THE most fun of all and I played it at least 1 hour every day for almost 2 years. I just could not stop. The game would till be fun, but the lagg kept increasing and increasing until it was no longer fun to play. Then, when I fixed it(improved my FPS(Frames Per Second)), renguard came and my average FPS dropped again, but This time I was unable to fix it, so after while, I quit renegade for long time.

C&C Generals was quite good game, but it ran VERY slow on my computer(while on my friends computer, the game was so fast that it was hard to play), so I could not enjoy it. Too bad it was so unbalanced.