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Subject: Re: C&C opinion

Posted by [Nukelt15](#) on Wed, 29 Jun 2005 20:43:33 GMT

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Quote:Yes but it is usually not worth the effort, especially against AI players(who almost never have anything in their Silos).

Not in their silos...try observing their base and sending in spies to their refineries right after the harvesters deliver. Even an AI can't blow through all its newfound cash instantly.

My first C&C was the N64 version of TD. I loved the extra missions that came with it...but alas, I forgot how to work the controls and haven't bothered ever since I got the PC version and Covert Ops. TD is still one of my favorite RTS games.

RA2 was fun for a while and I still have the occasional match with my friends around town, but I gave up online play long ago. RA2's biggest problem was that it had too many powerful units and not enough lesser ones. Neither side, for example, had a basic vehicle like the Hummers, Wolverines, and Buggies of previous titles; every vehicle could be base-crushingly, vehicle-stompingly, infantry-squishingly powerful or had some special ability that negated its disadvantages. The game ended up only being fun at its hardest difficulty setting.

Actually, RTS games in general have begun to lose my interest, at least for online play. Not enough variation in tactics, or a few tactics are too powerful to be easily beaten by any other tactic, or it is too easy to just bulldoze the opposition with an early rush. The main reason I only play in private games against my friends is that we do such amusingly creative things to each other that would likely never work against an expert player.

Still, C&C got me into gaming. I dabbled around with my NES and N64 before that, but I wasn't really obsessed with games until C&C got hold of me. I'm still pissed off at EA for deep-sixing the series as we knew it. Generals is not worthy of its brand name.

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