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Subject: Re: illogical sig 'fuck ea...'

Posted by [Nukelt15](#) on Thu, 29 Sep 2005 21:18:07 GMT

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Quote:GUYS holy crap, EA is a great company!

No, it isn't. They have a penchant for pushing games out the door before QA testing is complete (read that: lots of buggy releases), they hardly ever do anything new (though the same could be said about many large companies, and I understand the reason behind that- but it sucks nonetheless), and frequently have developers hold back content that is later released in undersized, overpriced expansions.

That, and they bloody well did kill Westwood, and there are a great many people who do not like EA because of that- Westwood was essentially the genesis of the RTS genre, and produced a long line of very, very good games (RTS and otherwise) long before EA touched them.

Quote:They've moved onto bigger and better stuff! I work for blockbuster up here and I've gained quite the knowledge about them and what they've done. Anyone heard of Medal of Honor? These games are amazing!

Games aren't made by EA. Developers make games, EA publishes them (and very frequently before they are ready to hit the shelves). The developers deserve credit for the greatness of X, Y, or Z game, the publishers often do not. Developers make games, Publishers advertise and publish them and set deadlines. Got it? Good.

Quote:How about you all get over the fact that Renegade isn't so popular anymore; if you like it, play it. If not, shut the fuck up.

Ren is not the only gripe people have with EA, and if you haven't picked up on that yet you are either blind or ignorant...or both.

Quote:Also who CARES if they are naming the new CNC game after CNC, they own the name anyway, it IS linked to that genre of series or TYPE of game.

Juicy. Here goes:

LOTS of people care that EA slapped the C&C title on Generals. Generals ISN'T C&C. It has exactly zilch of the various qualities that made Westwood's strategy titles such as Dune and C&C as good as they were. The ENTIRE old and familiar (and easy to use) C&C interface was thrown out the window, as was the tech tree, the unit dependencies, resource harvesting, base construction, universe and backstory, and so on. In short, Generals should not be lumped in as a C&C game because it has ABSOLUTELY NOTHING WHATSOEVER to do with every other C&C game.

You might as well take Starcraft or Warcraft and call it C&C. Hell, why not take Real War, Total Annihilation, and Homeworld, and throw them all in there too! Hey, they're all RTS games, so by your logic they should all be called C&C too!

Quote:You're basing your opinions mainly because they stopped working on a THREE YEAR OLD GAME.

I find it disturbing that you feel games are suddenly not worthy of being supported when they get a little old. People like you are the reason why companies like EA DON'T support their products. It is exactly your "newer is better" train of thought that pushes games out the door before they're ready, that produces steaming piles of crap like Generals, that kills good, solid companies like Westwood. And for some reason, you're content to suck it down and smile about it? You fail at life.

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