

---

Subject: Re: C&C 3

Posted by [terminator 101](#) on Fri, 21 Apr 2006 07:45:08 GMT

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

---

After this game is out, the odds of it ever being balanced, and without gameplay affecting bugs: 0

The odds of it being as bad(or maybe even worse) as Generals: 1000000000000000000

I am not saying that Generals is a bad game, but I have played worse.

For some reason. I don't really like RTS games any more, mainly because I suck at them(but not allways), and that they become old and boring very fast.

It is strange that in the old days, I could play Tiberian Dawn over and over and over, and still would not get bored with it, but that was probably because I was about 8 and I played it like huge noob using sandbag walls to prevent AI from attacking me, and then using orcas mostly to win, except in the last mission where after I destroyed all SAM sites, they would be rebuild again.

But for some reason, the new RTS games, and RTS games in general are getting old fast because once most people learn everything about the game, they begin to use same tactics over and over and over, and the game becomes a borng chore.

How come Renegade never becomes old? It is probably because it is a FPS game and those kind of games almost never become old.

---