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Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Kanezor](#) on Tue, 27 Feb 2007 08:47:59 GMT

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Quote:EA Announcement

C&C 3: Tiberium Wars

Hi! We here at EA feel that C&C did not have enough Generals in it. In addition, we believe that we did not sufficiently fuck over the C&C name with the game Generals. So, we have decided to make a C&C Generals mod, and sell it for uber profit! We won't spend uber monies on designing a new engine because it's all right there. And we get the specialized feel of Starcraft with the awesomeness of our own C&C Generals look. And the best part? We get to cut costs because all the engine work has already been done!

But enough of Generals! We here at EA have decided to make C&C 3: Tiberium Wars.

It's complete with multiple separate build queues, purchasable unit upgrades, and even a mouse interface similar to Starcraft! If you want to build a lot of infantry, you can just build lots of barracks! How is this different from C&C? It's not! Well, unless you count the fact that you have to tell each barracks to build a unit individually. Also, each individual barracks does not get production speed increases if you build more barracks. But don't worry, it's still the same old C&C you like.

If you want more tough units, you can build a technology building. No, that doesn't grant you access to special tougher units. What it does do is let you buy things called "upgrades". Don't worry, that's nothing like Starcraft though. You see, in Starcraft, you could buy several upgrades several times. So you see, it's still C&C!

We've also felt it necessary to remove the ability to build base walls and gates. It was entirely too unique, and we felt that it detracted from the necessity of building more structures and units. Who cares about walls, anyways? I know I sure don't.

We also felt that Generals was pioneering this awesome macro ability. Now instead of being able to tell each unit what to do individually, you can control whole squads of infantry with a single click!

While we're changing things, we decided that tiberium trees were entirely too unsightly. They do have a habit of growing tiberium, you know. So instead, we felt that tiberium should come out of large holes in the ground. It doesn't matter how these holes formed, what matters is that tiberium grows out of them.

In conclusion, we at Electronic Arts feel that C&C 3: Tiberium Wars is going to be a best seller. I hope you buy it!

That is my personal opinion. I can't believe I fell into yet another trap of EA's. Shame on me.

I played the C&C 3 demo for about 2 hours. I simply cannot believe the stench of Generals that it has. Sure it has some pretty graphics... but coming from EA, that is unsurprisingly just about the

only nice thing about it. Oh yeah, and it has a real C&C plotline, but I don't think that's a good thing.

This game is not C&C. This game is Generals with Tiberium.

Way to fuck us over, EA. I just thought you guys were trying to make the community happy. I guess I thought wrong.

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