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

Posted by [Sir Phoenixx](#) on Tue, 27 Feb 2007 16:57:22 GMT

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Assuming you're not trying to be sarcastic or making fun of those few bashing the game...

Quote: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!

I hope you're actually quoting someone else, because I'm not sure what kind of idiot it takes to think that using a modern, perfectly capable engine and just upgrading it is in any-way-what-so-ever a bad thing. I'm sure you'd rather them waste hundreds of thousands of dollars to make an unnecessary new engine instead of just upgrading a current engine to accomplish the exact same thing and putting that money to better use.

Quote:and even a mouse interface similar to Starcraft!

You mean, "similar to every other modern RTS game", right? Besides, they'll most likely include the option to use the left click instead.

Quote: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.

No you don't, you just switch tabs on the side bar to build each extra unit, you don't have to go to each barracks to build each unit.

Quote: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.

I don't see what the big deal is, instead of building two units at a faster rate, you're building two units at the same time at normal rates, you still get two units quicker by building two barracks. I don't see the huge-gotta-bitch-and-whine-about-it difference.

Quote:If you want more tough units, you can build a technology building. No, that doesn't grant you access to special tougher units.

So, I just imagined the Mammoth Tank and Juggernaut and the other units becoming available only after I built the Command Post and Tech Center, right?

Quote: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!

I see you're still confusing "like all other modern RTS games" with "like Starcraft"...

And, no you couldn't buy the upgrades in Starcraft several times, each time you bought an upgrade, a better new upgrade was made available.

Quote: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.

The modders that will add it back in within months of it's release, if walls are not added in a patch or something. CnC3 had walls, they just for some reason removed the ability to build them at the last minute. Wow, an actual valid complaint, must have been an accident, right?

Quote: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!

Because 6 people taking 6 direct hits to die is less stupid then 1 person taking 6 direct hits to die? It's only a visual change.

Quote: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.

Damn, a second valid complaint, even though it is a very minor and insignificant one.

Quote: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.

You're ranting about it being bad because it has a few different features then C&C games, but it having a "real C&C plotline" is somehow bad?