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

Posted by [PlastoJoe](#) on Fri, 02 Mar 2007 18:49:41 GMT

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Nukelt15 wrote on Fri, 02 March 2007 11:58Quote:And the game is ment to be much faster than any previous C&C-game, it's part of the rts as a sport concept.

...a concept that is slowly but surely strangling the life out of the RTS genre. The voices for fast-paced, highly competitive, offensive-minded gameplay tend to be the loudest in a community; those who prefer longer games, tougher defenses, well-balanced attacks, wars of attrition, and so forth tend to get ignored. People seem to be forgetting that one of the major selling points of RTS back in the day was the sheer number of different ways you could play and still pull off a win. These days, if you aren't constantly on the offensive from the word go, the game's over in a few minutes- the game design all but forces it.

Not to mention it puts you at the mercy of how fast you can move your mouse and click, which really has little to do with strategy at all.

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