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Subject: Re: C&C3 + G15 Keyboard

Posted by [Spoony](#) on Tue, 12 Jun 2007 07:56:20 GMT

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Viking wrote on Sat, 09 June 2007 22:44APC carries 1 "squad" = MEGA FAIL  
Why? Heaven forbid the damage caused by an engineer rush is actually limited Plus APCs aren't invincible while moving like in previous C&C games

Viking wrote on Sat, 09 June 2007 22:44No sub APC = FAIL  
The subterranean units in TS were laughable at best... a game's better off without them.

Viking wrote on Sat, 09 June 2007 22:44No Fire Storm Wall = FAIL  
Even more ridiculous than subterranean units. These are basically supercharged walls and walls are a waste of time.

Viking wrote on Sat, 09 June 2007 22:44No Wall = FAIL  
Re: Walls are a waste of time. I expect you also subscribe to the theory that base defences should replace your units instead of supporting them, right? No doubt you think that the fact a GDI machinegun turret in Tib Sun beat the flame tank ISN'T completely fucked up.

Viking wrote on Sat, 09 June 2007 22:44No titans and shit = FAIL I don't care what shit story they have to "explain it" its shit.  
There are mechs in C&C3: Juggernaut, Avatar, Annihilator. UNLIKE THE MECHS IN TIB SUN, they actually ARE MECHS and function+handle as such. Mechs in Tib Sun were just tanks who didn't slow down to go uphill. Big fucking deal.

Viking wrote on Sat, 09 June 2007 22:44The ion cannon is now just a nuke that looks different = FAIL  
uh... compared to the Ion Cannon in C&C and Tib Sun which wasn't really good for anything at all?

Viking wrote on Sat, 09 June 2007 22:44EA Making the game for tank rushes = FAIL  
What's so bad about that? Let me list the C&C games who were "made for tank rushes":  
C&C  
Red Alert  
debatably Tib Sun  
Red Alert 2 and YR  
Renegade

so what are we missing? Oh yeah, Generals and ZH. That must royally confuse you.

Viking wrote on Sat, 09 June 2007 22:44The "green crystals = FAIL  
uhhh.... what?

Viking wrote on Sat, 09 June 2007 22:44Nods war factory = FAIL  
You preferred the airstrip in C&C1 which meant whichever player was on the left of the map had ZERO CHANCE OF WINNING WHATSOEVER?  
Tib Sun had a war factory too, what's the problem?

Viking wrote on Sat, 09 June 2007 22:44 The game was made as fast and as cheap as possible for EA to make the most money they can making you think that it is good.

That explains the millions they spent on the cinematics, science research, and the RTS pros to balance it and the patch, I guess? I guess if logic fails you, fall back on uninformed rhetoric...

trooprm02 wrote problem: buying it would only support EA and im against that for what they have done to this game, so I thought about stealing it (torrents)

Disliking something about a company doesn't give you the right to steal their products, retard

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