Subject: Re: cnc3 is the best CNC game to date
Posted by Jerad2142 on Tue, 27 Nov 2007 14:37:32 GMT
View Forum Message <> Reply to Message

Oblivion165 wrote on Tue, 27 November 2007 00:22RA2 had two factions and one greatly unbalanced one brought with the expansion. I don't count adding and removing one unit for a team a new faction.

How could you even like TS? Gah, you just have your crap blown up every 4 seconds from a seeker mine or missile. God forbid you don't feel like placing concrete all over the damn place and you don't have anywhere to build.

Time line:
Game Starts
13sec Missile launch detected
15Sec Rebuild Power plant
17Sec Spring noise indicating seeker mine
19Sec Rebuild Power plant
22Sec Harvester under attack (Says it for every shot taken, over and over)
25Sec Missile launch detected
27Sec Spring noise
29Sec Low power
30Sec Concrete, concrete, concrete
32Sec Missile launch detected
35Sec Driving to Walmart to return this pile of crap
37Sec Spring noise

RA1 was and still is the best RTS Westwood made.
I agree, I wish Westwood was still around, because if they were they probably have redone the net code for it by now just so we could still play it on-line. Maybe we would have also been able to get them to go back and redo how wall placement worked, so it would be more like RA2.
If you set the tech level back 1 on ts it should turn off all the super weapons.
Yuri's Revenge was slightly more fun, they added a few more units in and it allowed the allies to be even with the rest.