
Subject: Re: cnc3 is the best CNC game to date
Posted by [liquidv2](#) on Mon, 03 Dec 2007 21:49:44 GMT
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spoonys right about generals and zero hour, they're both amazing games that a lot of people dislike by default because EA made them
the only thing i dislike is when you send more than 4 or 5 tanks somewhere because they form a single file line and take 20 minutes to move

i've beaten and played the shit out of every cnc game except tiberium wars; i can't even beat the campaigns because i can't get that into the game, and i haven't played it since last year a few weeks after i bought it

red alert 2 is cool if you like fending off giant squids with attack dolphins, building ufos and teleporting spacemen, and turning masses of enemy infantry into the incredible hulk

cnc1 and ra1 are way different from ts (ts is probably my favorite), and ts is closest to ra2

i don't even know if i'm gonna buy kane's wrath, is there even a point
