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Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 14 Dec 2007 20:21:04 GMT

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Surth wrote on Fri, 14 December 2007 15:05

Quote:There wasn't even much strategy to the game, it was all about buildings lots of WF's, lots of vehicles, lots of superweapons and charging at their base. I'll just say you SUCK at Zero Hour, if you think so.

Btw what great strategy do you need in YR?

Have you even played Zero Hour online? All people did was go and build a hundred bases with a lot of super weapons and weapons factories.

Ra2 actually had the strategy factor. It wasn't about relying on big numbers of superweapons and vehicles, you actually had to think out proper attacks. It even had ships and submarines; which adds an entire new kind of warfare that Generals did not have.

Quote:...? How can my opinion be wrong. You sir, are a moron.

But anyway, most of you just allowed me to play you like an instrument. And I also proved Bigejoe's point.

You're saying you can see where this game is heading from seeing the first glimpse of it, however you are denying you are doing this.

All I said was "Westwood sucks" and then everyone all of a sudden started to think of their own conclusions for why I think that way. I never gave a reason, I only said "they suck more than EA does."

And I also never clarified how much I think EA sucks either. It could be a lot, or I might not think they suck. You simply don't know.

But the point of me even saying "westwood sucks" was to hopefully open your eyes and make you actually see you guys are being narrow minded.

Then CLARIFY yourself if people are misunderstanding you. You can't just type out a few words and expect everyone to know exactly what you're saying. Explain yourself and give some rational arguments.

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