
Subject: Re: C&C Tiberium - FPS Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 14 Dec 2007 21:16:41 GMT

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Quote:
balance?

Ra2 isn't balanced? It's likely to be one of the most balanced games out there, because winning doesn't sway towards the direction of Allies or Soviets. They are both good teams with good countermeasures.

Quote:whoopee.

storylines and cutscenes don't make a great game... gameplay makes a great game, and RA2 did not have good gameplay (some aspects of it are, frankly, ridiculous) Generals and ZH do.

Atmosphere is a big part of a game. Games are for entertainment, and creating a story and atmosphere is part of the entertainment. Why do you think people watch movies, read books, and watch the television. Surely gameplay is far more important, but people cherish and remember good stories that were along good gameplay. Why do you think game review sites like Gametrailers put story as a part of the final mark?

Quote:so far so indifferent

I take it that all of the things that made C&C unique (sidebar, cutscenes, movie briefings, and more) are not important to you. Even EA agrees with this point, because they brought all that stuff back for C&C3.

Quote:uhhh... no, it wasn't?

With a bunch of players building lots of bases and units all over the map, it's sort of hard to deny that all of this has at least some affect on your PC. This wasn't a problem in RA2.
