
Subject: Re: C&C 4 Coming!!!!

Posted by [R315r4z0r](#) on Sat, 25 Jul 2009 22:05:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

ignores last bunch of posts in this thread

When I was posting my last rebuttal in this thread, I wanted to do it quickly because I got home from work late and wanted to do other things after. I didn't think making the post would take that long so I figured I'd give it a whirl.

Well, it took 1 and a half hours to compose (distractions and all.) Most of the time was taken from formatting the post with the quote by quote breakdown.

So, in this post I'm just going to take your main idea that you've started to form with all your posts and combine it into one argument:

You are apart of the group of people that are so fixed on how they've seen something one way that you want everything to be a "clone" of it. A lot of people were like this when C&C3 was in development. Many people kept on suggesting things that would have made C&C3 a Tiberian Sun clone.

One of my ongoing points is that no game should be stremelined with other games of the same genre. It doesn't matter at all if one way is better or worse than another way. You wouldn't buy two different bottles of soda and expect them to taste the same. You wouldn't buy two mystery novels and expect them to playout the same. Just like different games shouldn't use the same structure and format, even if they are in the same genre. Different games are made for the reasons that people have different tastes. A game is not based on your opinion and your opinion alone.

Starcraft should play different than Generals. Tiberian Sun should play different than World in Conflict. Stormride should play different than Halo Wars. And they do. If a game wants to share some basic ideas from another game, that's perfectly fine, but once they take all the core mechanics from one game and copy it into their own game and simply just change the units used and call it the "standard" then that's when things get boring.

If you don't like a game, you don't play it. It's as simple as that. There are different games for that reason. If all games played the same way, then people who don't like how it's played would be completely out of luck.

So realize that your opinion on how a game should be isn't the only opinion that matters. Logical or not, people have their own ways of seeing things. And just because you like to look for reasoning in things, doesn't mean you're always right about it. If you can't find a reason in something and argue that it's wrong, it doesn't make you right, just arrogant. Not everything has reason. And everything shouldn't always have reason either. It's what makes life interesting. If you judge your way through life using logic and reasoning alone, then you've never really lived at all. Like my signature says, "Kick logic to the curb and do the impossible!"
