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Subject: Re: The Apparent End of C&C?

Posted by [Omar007](#) on Wed, 11 Nov 2009 21:29:27 GMT

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EvilWhiteDragon wrote on Wed, 11 November 2009 16:05Dreganius wrote on Wed, 11 November 2009 12:10TIME FOR DREGANIUS' MASSIVE RANT ON C&C EVERYONE!

Make sure to get some popcorn from the lobby!

DREGGY RANT!The C&C series was amazing up until the day that Westwood was eradicated by those EA fiends. Their disgusting, mutilated FREAK replacements of C&C broke my heart, and although I played C&C3 and enjoyed it, as far as story goes NO game in the series beyond Westwood's era is worthy of the C&C title, for the storyline and general 'character' of GDI and Nod, and the Allies and Soviets in those games were magnificently perfect.

Here's what it was like for me. GDI was the UN elected defenders of the world against terrorism, etc. Nod was a rag-tag group, that through Kane, the fall of the Soviet Union, and the Tiberium anomaly, rose to great power and eventually gained technological advances that confused, and outmaneuvered GDI, however they lacked the massive arsenal GDI had and thus could not afford an all-out war. GDI seemed to continuously quell Nod, but Nod kept coming back with more, like stealth technologies, then lasers, and then things like cyborgs and aircraft developed from alien (Scrin) technology. GDI fought back, and advanced too, but in a typical military fashion (and the walkers were pretty cool too, and made some relevant sense).

That, in my heart, was C&C.

Then C&C3 came in to the picture. Everything seemed to rewind backwards a little and then fast-forward along a different line. I was heavily confused when Nod had Militia, for originally they equipped their soldiers with Pulse Rifles and armor, not machine guns. The cyborgs were completely taken out of the picture. Nod also completely lost their alien technology. Then came the suicide bombers. That completely ruined it for me. "WHAT THE FUCK IS THIS SHIT?" echoed throughout my neighborhood when I saw Suicide Bombers in my troops list. Wow, so Nod Infantry has gone back to its Soviet-Collapse days?

As for vehicles, they've gone back to C&C 95 days. The Attack Bike and Buggy is exactly the same as 95, and Nod's main battle tank can't burrow anymore, in fact it's just like the Light Tank, but, just like the Bike and Buggy, shinier. Oh at least they have a flame tank! Now, let's go underground again and ambush the enemy. What? No subterranean movement?! COME ON!

Oh, wow, now we have a Beam Tank and an Avatar mech! Cabal move over, there's a new mech in town. The Avatar mech was about the ONLY thing I liked for Nod. The Beam Cannon was just like a shitty Nod Artillery. Stealth Tank technology seems to be intact like in 95 and Tiberian Sun, but Nod's stealth technology was rendered obsolete by 2 facts.

1: Stealth Generators could never be stealthed themselves (Pointless much?)

2: So many units could now reveal stealthed units, (instead of one Sensor Relay that actually needed to be strategically placed to work with utmost efficiency) so now you could send 3 Pitbulls in with your rush of 10 Predators and call it a day. The fact that Nod harvesters were now invisible was a nice feature. Too bad Stealth technology was now completely fucked to obsolete shit.

GDI took several steps backwards too. They reverted to their walkers completely but for Juggernauts. Why? Surely the walkers were working fine beforehand otherwise they wouldn't be mass-produced in Tiberian Sun, so don't go for a "Prototype" argument. Secondly, EA slapped railguns on a heap of things, because they're so blue and shiny and go boom when you shoot them at things, which completely messes up the balance when Nod's infantry are now a load of pathetic civvies armed with uzi's and AK's (again) when you think about it realistically. Even the APC was nerfed (although they gave it a gun), it used to be amphibious! That made for some serious strategic strikes to work well. Since they replaced GDI's awesome walkers with shitty tanks, EA HAD to give them something new, something of an upgrade... Right..? Nope. Not a damn thing.

Then came the Scrin. They were just weird. I mean, I had no idea how the fuck to play them, but apparently everyone spammed ships and won.

Now, let's move to Red Alert. The reason I liked Red Alert is because it toyed with the timeline a bit, and asked what would happen if these Einstein wasn't dead, if Nikola Tesla sold his inventions to the Russian Military (Side note, Edison is a massive hipster faggot, as Dover would say, for stealing Tesla's inventions), etc etc. This slightly varied timeline was awesome. Then, again, EA flexed their massive fag-muscle and cocked everything up.

Red Alert 2 only received a slight dose from the fag-muscle. Psychic domination, weather machines, radiation launchers, etc. That stuff wasn't bad, although it was getting kinda iffy at that stage. And then, EA looked into Pandora's Underwear drawer and shit hit the mother-fucking fan.

"OK GUYZ LETS GIV RUSHENZ ATK BAERZ INSTED OF DOGZ LULZ! O AND DEN WE CAN GIEV BOTES TREDZ AND SHIT! OH OH OH LETS PUT JAPAN IN AS A RASE OV SUPATEKNOADVANS D PEEPL WIF SYKIK SKOOLGURLZ AND MEK-STUFF LIEK OFF GUNDEMZ N STUFF LOLOLOLOL!"

I rest my case. Apparently, EA even stated that RA3 was not to be taken as a serious game, and that it was a completely silly idea, aka "IDIFTL".

Is it just me, or is EA run by a bunch of 4Chan dicks and /b/ fags? It would make a LOT of sense if this were true.

For anyone with the balls to read that entire post, kudos to you. Have a Klondike bar.

EDIT: Keep in mind that this rant is my personal point of view.  
Rant over, QFT.

Agreed.

@ Goztoe

C&C3 wasnt a bad game, but it shouldnt have been marketed as a 'third tiberium war' game. In terms of units it was more C&C1.5 and as far as gameplay goes it didn't have the RA(2) or TS feel in any way.

I think exactly the same about the C&C games as you Dreg, but as EWD said i dont think C&C3

was that bad. I do miss the feeling TS had though.

RA3 is not good imo though. That just kicks the idea of RA1/2 away and into a new crappy story

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