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

Posted by [GEORGE ZIMMER](#) on Fri, 13 Nov 2009 21:38:28 GMT

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BAD story is what killed it. TD's and RA's stories were, yeah, honestly best. TS kinda overdid it, but the atmosphere was pretty nice, and the Firestorm was a bit less cheesy (and the Nod campaign wasn't quite as bad in TS). RA2 definitely set the path for shitty story, though. The missions themselves were fun, but the cutscenes were the beginning of the end.

C&C3 definitely just way overdid it.

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