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Subject: Re: Why do people hate EA?

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 17 Dec 2009 06:04:19 GMT

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From the C&C RTS games: Gameplay-wise my favourite was RA2, story-wise my favourite was Tiberian Sun. Though I think Emperor: Battle for Dune was one of the best C&C-type RTS games out there in gameplay.

And yes the simplicity of the older games was an attractive feature. I think Generals, C&C3, and RA3 had too many units and commander powers in general; a lot that players didn't ever use.

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