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Subject: Re: What should C&C3 have been?

Posted by [NE]Fobby[GEN] on Tue, 23 Feb 2010 23:57:58 GMT

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I fully agree with R3 on this one. When I was originally invited for the alpha testing, I thought I knew what I was getting into: crawlers instead of bases, etc. I didn't like that version, and as the game evolved into the private beta and then the public beta, I found myself disliking the game more and more.

C&C4 is following the path of other mainstream RTS games, which have been simplified greatly to attract FPS, RPG, and casual gamer fanbases. The game is void of tactical and strategic play. You basically choose which class you want (Offense, Defense, Support) and each class can only build one type of unit (infantry, vehicle, aircraft). Since this is the case, it forces you to work together with your teammates. There are several problems with this:

- a) Several teammates can choose the same class
- b) There's almost always a teammate that leaves at the beginning of the game and therefore successfully screwing you over
- c) There's almost always a teammate that leaves in the middle of the game
- d) Teammates almost never work together the way EA assumed

So the multiplayer basically feels like "every man for himself".

If you play a 1 on 1, what ends up happening is that one player destroys the Crawler of the other player a few minutes into the game. Since the population caps are increased in a 1v1, the winning player can go ahead and unit spam, build up a huge army, and practically "spawnkill" enemy Crawlers until he wins.

On top of that, the gameplay is not fast and fluid, but instead slow paced and boring. It feels like everything has double the health it should have, and battles that would've taken 30 seconds in an older C&C game end up taking a few minutes of you looking at the screen waiting for something to die.

My biggest complaint is the mere simplicity of everything. Build units, and take over outposts. Its like Battlefield's conquest mode, except in the form of an RTS, which is dull and repetitive. I feel like I'm playing "whack a mole" without the excitement of wamming that hammer against the plastic mole.

So not only is C&C4 a big discourse from traditional C&C games, I find it downright boring altogether, C&C or not.

IMO.

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