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Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]  
Posted by [NE]Fobby[GEN] on Sat, 20 Mar 2010 23:36:45 GMT  
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nikki6ixx wrote on Sat, 20 March 2010 15:00From what I've read, it seems Kane has decided to become a liberal hippie douche and joined Greenpeace to save humanity by delivering it cheap, green electricity. Does he get around in a Toyota Prius?

What's the bulletpoints of this whole C&C4 story?

I honestly think EA is using C&C4 as a test-drive for a new style of RTS game that they are planning to produce in the future; in order to make it financially worth their time, they branded it C&C4, brought in Joey and another cast of acting school dropouts and packaged it as a grand finale in order to sell it to rabid C&C fans.

The game is essentially a crash test dummy of a "new", casual RTS gametype aimed at a casual non-RTS and non-hardcore gamer audience. It's not actually new, because its a mash-up of World in Conflict and Dawn of War 2, and beaten to pulp with two by fucking four.

Think of it like Battlefield's conquest mode, except in an RTS form. Similar to KOTH. Basically, whack a mole without the entertainment of having a hammer to whack those motherfucking moles.

The story was absolutely lame.

So here's what I establish from it: Kane wanted to get out of the earth, so he used Nod to quicken the growth and advancement of Tiberium. Then in C&C3 he used the Tiberium bomb to attract the Scrin, who built a tower, which would be the key to him getting out of the earth.

I find it lame how the role and purpose of the Tacitus changed from game to game. In Firestorm, it was basically a giant USB full of data - engineering formulas, tiberium information, etc. Then in C&C3, its purpose changed to "pointing to the coming of the Scrin". Then in Kane's Wrath, Legion fuses with the Tacitus (which appears to have no real affect in C&C4), and now in C&C4, it contains the keys to unlock the Scrin portal.

In KW we learned that Legion was related to CABAL (in some way), but this plays no role in C&C4. The Scrin play zero role whatsoever - I didn't want them in as a faction originally, but I would've at least wanted a subtle Scrin role in the game. Didn't they say at the end of C&C3 that they were gonna come back? Obviously that didn't happen.

The Forgotten were, once again, forgotten completely this time.

Why is the GDI and Nod commander the same person? Why is the GDI and Nod command centre the same set?

How the fuck did the Tiberium just disappear at the end? Everyone just lived happily ever after?

Where did the portal lead Kane and his followers? Who or what is Kane? We knew you were on

the earth for a prolonged period ever since we realized that from RA1 to Tiberian Sun, you didn't age a bit, so that's practically old news.

The separatist movement was pretty lame - Kane is Nod, and Nod is Kane. He was held in very high esteem in Tiberian Dawn, and then worshiped by his followers in Renegade, Tiberian Sun, and C&C3. The separatist in KW made some sense, because Kane was hidden at that point, but a non-hidden-Kane giant separatist team is a bit unreal.

The wife scenes were terrible. Just utterly terrible.

And don't even get me started on the gameplay.

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