Ho hum. You mean there are actually folks out there who failed to learn their lesson after C&C3? Nevermind that EA just sort of shamelessly jacked the title that was supposed to go on the third Tiberian-universe game (yeah yeah, they own the rights, whoopee... it's still stupid to slap a decade-old rumormill title on a game that everyone already knows isn't gonna live up to its own reputation). "Oh, it's a revolutionary RTS, we just took out a few irrelevant things like base building and resource management. You'll love it!"

Okay, I can give them props for trying the no bases thing; that hasn't been revisited in mainstream RTS since Homeworld was the latest greatest thing- and it turned out to be one of the key elements of one of the best games in the genre. Trouble is, EA kinda fucked up on the "trying" part, and just went ahead and deleted a major staple of the C&C series without finding another solution that worked first.

There really isn't much here that couldn't have worked, either- and that's the sad part. RTS, sure- if RTS stand for Rushed, Thrown-together and Sloppy. The visuals are unimpressive, there's really nothing unique or particularly entertaining about the gameplay as compared to other titles, and the FMVs are utter shit. Utter. Fucking. Shit. Story is pretty much expected to be the weak point of any RTS, but it's like they went out of their way to do as bad of a job as possible in that department. It couldn't be worse if the lip-sync was off like an old Godzilla dub- that would only make it hilarious and bad.

Having watched some of the cutscenes on youtube now... I really, really wish there'd be a Zero Punctuation for this garbage. I know there won't be because Yahtzee generally doesn't bother with RTS, but damn would it be funny. Beyond funny. Gut-splittingly, floor-rollingly, ass-offingly nosecola funny.

I've typed and deleted about five different rants about how stupid it is to give "The Commander" a spouse as a supporting character. You're the Hand-of-fucking-God, not a family man. If you want to give an RTS a story with an emotional impact, drop a goddamn nuke on something. Kill off the CO. Kidnap the cute briefing chick or the Cool New Tech Guy. Unless the character in question is going to feature heavily in the hows and whys of the game world (read that: blowing shit up in fun new ways, and teaching me about how to do same), they need to have a more global impact than "honey, please make sure you're home for supper." There just aren't any words for how mindfuckingly stupid this really is.

Best for last, though... experience levels. In an RTS. That is all.