Subject: Re: Command and Conquer under Victory Games Studios
Posted by grant89uk on Thu, 24 Feb 2011 00:24:13 GMT
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GEORGE ZIMMER wrote on Wed, 23 February 2011 20:29Dover wrote on Wed, 23 February 2011 10:09grant89uk wrote on Wed, 23 February 2011 07:47IF they really want to try and get back to the best it would need to be more like RA2/YR for me.

If this is your idea for "the best" in war strategy games, you must be eleven fucking years old. RA2 is the same horse shit that they gave us with RA3. At least RA3 was honest about what it was and didn't even pretend it was taking itself seriously.
I kind of agree, but RA2's gameplay was undeniably fun. I think that's more of what he meant, and I agree.

It should still have the "gritty" feeling of C&C95 and RA1, though. I'd love to see a return to that, while still keeping in some cool scifi technology (and not turning it into MODERN DERPWAR: BROWN AND BLOOM AND GRAY)

Dover most likely doesnt understand the fact the game is fun. He posts a youtube video of the ending as if a cutscene automatically makes the game bad haha. He should stick to playing starcraft.