
Subject: Command and Conquer-ish RTSs
Posted by [F1AScroll](#) on Sun, 22 Mar 2009 00:38:14 GMT
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I know I should probably post this in a more RTS Command and Conquer focused board, but I know people here more (even if I hardly know any of you). I love Command and Conquer. I like, in order of how much (haven't got to play RA3 due to no HW DX9):

1st: Tie between Red Alert 1, Red Alert 2, and Command and Conquer 3
2nd: Tie between Tiberian Dawn and Dune 2000
3rd: Tiberian Sun

I almost never like WC-ish games such as:
WarCraft, StarCraft. Generals is not included as Command and Conquer: Generals doesn't exist. The main difference between them is that Command and Conquer build the structures then places them, and WC has you place them, then have people go over and build them. Does anyone know of anymore games where you build the structures then place them? Thanks in advance.

Subject: Re: Command and Conquer-ish RTSs
Posted by [BlueThen](#) on Sun, 22 Mar 2009 00:51:37 GMT
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Um... right now, I can't really think of any battle-based rts games where you "place fully built buildings"

I know that in RollerCoaster Tycoon 1,2, and 3 all has instantaneous building.

Tbh, I don't really mind the "WC-ish" games. They offer a new factor to the gameplay and strategies involving such. They're also a bit more realistic. One game I really like which is "WC-ish" is Black and White 2.

Subject: Re: Command and Conquer-ish RTSs
Posted by [F1AScroll](#) on Sun, 22 Mar 2009 01:38:19 GMT
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BlueThen wrote on Sat, 21 March 2009 20:51Um... right now, I can't really think of any battle-based rts games where you "place fully built buildings"

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Orcs are realistic? I can see why you were banned for that post! J/K! ;P
For some reason, I just don't like games with that mechanic. Also, I'm not really into Blah Tycoon

games. The only exception that springs to mind is LegoLand. Yes, LegoLand.

Subject: Re: Command and Conquer-ish RTSs
Posted by [BlueThen](#) on Sun, 22 Mar 2009 01:54:08 GMT
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Longcat wrote on Sat, 21 March 2009 20:38BlueThen wrote on Sat, 21 March 2009 20:51Um... right now, I can't really think of any battle-based rts games where you "place fully built buildings"

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I'm not talking about Orcs. I'm talking about the manual buildings.

Subject: Re: Command and Conquer-ish RTSs
Posted by [F1AScroll](#) on Sun, 22 Mar 2009 02:07:34 GMT
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You do know what J/K means, right?

EDIT: I just tried out Army Men RTS. It had manual building, but you just had to have the dozer go over to it and then you could have it go to the next thing you want built. You didn't have to have it say there and actually build it. That's a nice compromise, and it doesn't bother me to much.

Subject: Re: Command and Conquer-ish RTSs
Posted by [DutchNeon](#) on Sun, 22 Mar 2009 03:37:19 GMT
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Edit: Oops, missread your post.

Edit2:

HomeWorld!

<http://en.wikipedia.org/wiki/Homeworld>
http://en.wikipedia.org/wiki/Homeworld_2

SimCity!

<http://en.wikipedia.org/wiki/Simcity>

Subject: Re: Command and Conquer-ish RTSs
Posted by [F1AScroll](#) on Sun, 22 Mar 2009 04:39:01 GMT
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Thanks, I'll check out Homeworld.

Subject: Re: Command and Conquer-ish RTSs
Posted by [R315r4z0r](#) on Sun, 22 Mar 2009 05:40:00 GMT
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I absolutely hate Generals in every way shape or form, way more than you could imagine, however you can't just deny its existence because you don't like it. It is a C&C game with the C&C title, like it or not.

Subject: Re: Command and Conquer-ish RTSs
Posted by [Starbuzzz](#) on Sun, 22 Mar 2009 13:57:52 GMT
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Video games are starting to amuse me less.

Subject: Re: Command and Conquer-ish RTSs
Posted by [F1AScroll](#) on Sun, 22 Mar 2009 16:32:09 GMT
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R315r4z0r wrote on Sun, 22 March 2009 01:40I absolutely hate Generals in every way shape or form, way more than you could imagine, however you can't just deny its existence because you don't like it. It is a C&C game with the C&C title, like it or not.
Deny what's existence? J/K I was just kidding about that, don't worry. Remember that I had just made about 45 posts in one topic in the spam section after reading TV Tropes Wiki for an hour and a half. That should explain why I made fun of Generals. I will give it credit, though: it at least used half of the way Dawn did to create it's plot (some people are fearing, oddly enough, both have: terrorists...), though it failed to make it stand out, the vital second half (Dawn: ...harvest Tiberium and gain a lot of economic control; Generals: ...are bad). Also, it didn't have any FMV to tell us what was going on. And the scrolling was broken when I moved my mouse to the left side.

Well, I forgot what I was talking about, as I just woke up. Bye.

Subject: Re: Command and Conquer-ish RTSs
Posted by [Quackpunk](#) on Tue, 24 Mar 2009 02:08:57 GMT
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Generals Zero Hour is by far my favorite rts in existence right now. Besides being concerned about the c&c plots and aura, I don't know why people think Generals is so bad. The problem is that the only people who play Generals now are pro's. Bad game for beginners

Subject: Re: Command and Conquer-ish RTSs
Posted by [R315r4z0r](#) on Tue, 24 Mar 2009 02:49:29 GMT
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Imo, Generals was and still is a horrible game. Regardless if it is considered a C&C game or not..

Subject: Re: Command and Conquer-ish RTSs
Posted by [Herr Surth](#) on Tue, 24 Mar 2009 12:42:16 GMT
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its mp was better than the one of any of the previous c&c titles

Subject: Re: Command and Conquer-ish RTSs
Posted by [TankClash](#) on Tue, 24 Mar 2009 13:10:05 GMT
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I liked C&C 3, Red Alert 2 and back in the day Tiberian Sun, in response to the images...
