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Subject: Why do people hate EA?  
Posted by [renohol](#) on Wed, 16 Dec 2009 07:34:37 GMT  
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Last month, EA canceled more than a dozen games as part of its shift to "focus on titles with higher [profit] margin opportunities." The move was accompanied by a headcount reduction of 1,500, or roughly 17 percent of the publisher's workforce.

<http://www.gamespot.com/news/6243433.html?tag=latestheadlines;title;3>

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Subject: Re: Why do people hate EA?  
Posted by [Dover](#) on Wed, 16 Dec 2009 07:56:28 GMT  
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EA killed my father.

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Subject: Re: Why do people hate EA?  
Posted by [Spyder](#) on Wed, 16 Dec 2009 09:37:59 GMT  
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EA = Extreme Assholes

Hope that explains it...

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Subject: Re: Why do people hate EA?  
Posted by [z00ma](#) on Wed, 16 Dec 2009 15:21:44 GMT  
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DimitryK wrote on Wed, 16 December 2009 18:37EA = Extreme Assholes

Hope that explains it...

lol

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Subject: Re: Why do people hate EA?  
Posted by [Tupolev TU-95 Bear](#) on Wed, 16 Dec 2009 15:56:46 GMT  
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MrYasai wrote on Wed, 16 December 2009 15:21DimitryK wrote on Wed, 16 December 2009 18:37EA = Extreme Assholes

Hope that explains it...

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lol  
and EA=Epic Assholes

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Subject: Re: Why do people hate EA?  
Posted by [cnc95fan](#) on Wed, 16 Dec 2009 16:21:14 GMT  
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GOL14TH wrote on Wed, 16 December 2009 09:56MrYasai wrote on Wed, 16 December 2009 15:21DimitryK wrote on Wed, 16 December 2009 18:37EA = Extreme Assholes

Hope that explains it...

lol  
and EA=Epic Assholes  
Fail

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Subject: Re: Why do people hate EA?  
Posted by [DRNG](#) on Wed, 16 Dec 2009 16:42:29 GMT  
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Dover wrote on Wed, 16 December 2009 01:56EA killed my father.

and raped my mother.

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Subject: Re: Why do people hate EA?  
Posted by [cmatt42](#) on Wed, 16 Dec 2009 16:43:14 GMT  
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Have you played their recent C&C titles? They're not games, they're products.

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Subject: Re: Why do people hate EA?  
Posted by [luv2pb](#) on Wed, 16 Dec 2009 17:02:00 GMT  
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This is old news.

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Subject: Re: Why do people hate EA?  
Posted by [GEORGE ZIMMER](#) on Wed, 16 Dec 2009 17:56:49 GMT  
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I don't really hate them, but I just don't think they have what it takes to make a game like the original C&C games. I guess that's why C&C4 is such a drastic move. But, for once, C&C4 actually looks decent.

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Subject: Re: Why do people hate EA?  
Posted by [renalpha](#) on Wed, 16 Dec 2009 18:19:40 GMT  
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We hate it because the gameplay fails badly since the new non westwood releases.

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Subject: Re: Why do people hate EA?  
Posted by [ArtyWh0re](#) on Wed, 16 Dec 2009 22:03:56 GMT  
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I dislike them a lot because they brought out Westwood and their way of life and took C&C away from them. All just for making more money.

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Subject: Re: Why do people hate EA?  
Posted by [R315r4z0r](#) on Wed, 16 Dec 2009 22:27:20 GMT  
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cmatt42 wrote on Wed, 16 December 2009 11:43 Have you played their recent C&C titles? They're not games, they're products.

Tbh, RA3 is my favorite C&C game to date. And I'm someone who prefers the Tiberium universe to the other two.

GEORGE ZIMMER wrote on Wed, 16 December 2009 12:56 I don't really hate them, but I just don't think they have what it takes to make a game like the original C&C games. I guess that's why C&C4 is such a drastic move. But, for once, C&C4 actually looks decent.

Well it isn't. I've played it. It's boring, repetitive and it doesn't take much skill. You just build units and send them into a non-tactical battle. Also, did I mention that you just build units? You don't buy them or earn them, you just click them and they are made, no questions asked (until you hit the population cap, that is.)

Hopefully they fix it up more before release, but at the moment it's nothing special.

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Subject: Re: Why do people hate EA?  
Posted by [GEORGE ZIMMER](#) on Wed, 16 Dec 2009 23:31:16 GMT  
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R315r4z0r wrote on Wed, 16 December 2009 16:27cmatt42 wrote on Wed, 16 December 2009 11:43Have you played their recent C&C titles? They're not games, they're products. Tbh, RA3 is my favorite C&C game to date. And I'm someone who prefers the Tiberium universe to the other two.

GEORGE ZIMMER wrote on Wed, 16 December 2009 12:56I don't really hate them, but I just don't think they have what it takes to make a game like the original C&C games. I guess that's why C&C4 is such a drastic move. But, for once, C&C4 actually looks decent. Well it isn't. I've played it. It's boring, repetitive and it doesn't take much skill. You just build units and send them into a non-tactical battle. Also, did I mention that you just build units? You don't buy them or earn them, you just click them and they are made, no questions asked (until you hit the population cap, that is.)

Hopefully they fix it up more before release, but at the moment it's nothing special. Wait, what? There's no credits involved?

What the hell...

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Subject: Re: Why do people hate EA?  
Posted by [R315r4z0r](#) on Thu, 17 Dec 2009 01:20:01 GMT  
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There is no economy, basically.

Also, everything I'm saying is already publicly known, so I'm not breaking the beta tester Non-disclosure agreement.

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Subject: Re: Why do people hate EA?  
Posted by [F1r3st0rm](#) on Thu, 17 Dec 2009 01:28:06 GMT  
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Subject: Re: Why do people hate EA?  
Posted by [R315r4z0r](#) on Thu, 17 Dec 2009 02:05:56 GMT  
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I think what the EA customer support guy was getting at was looking at the actual game disk inside of the box, not just the case surrounded in shrinkwrap.

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Subject: Re: Why do people hate EA?  
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 17 Dec 2009 02:25:14 GMT

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GEORGE ZIMMER wrote on Wed, 16 December 2009 12:56I don't really hate them, but I just don't think they have what it takes to make a game like the original C&C games. I guess that's why C&C4 is such a drastic move. But, for once, C&C4 actually looks decent.

Agreed, but you lost me at the last part. A game about capturing nodes, with no base building and no resource gathering, is not my idea of a good game.

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Subject: Re: Why do people hate EA?

Posted by [GEORGE ZIMMER](#) on Thu, 17 Dec 2009 02:28:18 GMT

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[NEFobby[GEN] wrote on Wed, 16 December 2009 20:25]GEORGE ZIMMER wrote on Wed, 16 December 2009 12:56I don't really hate them, but I just don't think they have what it takes to make a game like the original C&C games. I guess that's why C&C4 is such a drastic move. But, for once, C&C4 actually looks decent.

Agreed, but you lost me at the last part. A game about capturing nodes, with no base building and no resource gathering, is not my idea of a good game.

The no base building parts definitely sucks, yeah. I hope they have a mode where you can build bases.

Otherwise, I'll have to get a better computer, get C&C4, and jump on the C&C4 modding boat and fix that up.

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Subject: Re: Why do people hate EA?

Posted by [nikki6ixx](#) on Thu, 17 Dec 2009 02:33:58 GMT

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Wait, C&C4 doesn't have base-building? That's kinda been one of the hallmarks of the series and the genre in general. :/

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Subject: Re: Why do people hate EA?

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 17 Dec 2009 02:44:51 GMT

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nikki6ixx wrote on Wed, 16 December 2009 21:33Wait, C&C4 doesn't have base-building? That's kinda been one of the hallmarks of the series and the genre in general. :/

C&C4 basically has an MCV (called a "Crawler") with a weapon, that can build anything anywhere, without need for powerplants, refineries, or production facilities.

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Subject: Re: Why do people hate EA?  
Posted by [ChewML](#) on Thu, 17 Dec 2009 03:07:31 GMT  
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Why bother calling it C&C... just make it some new line of fail games....

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Subject: Re: Why do people hate EA?  
Posted by [R315r4z0r](#) on Thu, 17 Dec 2009 03:46:35 GMT  
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I would of still called it C&C. Because you are still "commanding" units and "conquering" your enemies.

However, I wouldn't made it in the Tiberium universe.

It would have been better suited in the Generals universe, or more over a new ip.

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Subject: Re: Why do people hate EA?  
Posted by [nikki6ixx](#) on Thu, 17 Dec 2009 05:28:39 GMT  
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I've always felt that the franchise needs a revise, which makes it more accessible to casual players. I'm thinking RA1, with the graphics and AI of today, but with RA's general simplicity.

C&C1, and Red Alert especially, sold very well to many people who wouldn't normally buy RTS', myself included. The tech tree was easy, and it didn't have a ton of extra crap. Instead, you had a lean game that you could pick up and play very easily, and yet have to really work at to be a master. The last RTS I played was the C&C3 demo, and I was in way over my head.

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Subject: Re: Why do people hate EA?  
Posted by [GEORGE ZIMMER](#) on Thu, 17 Dec 2009 05:59:15 GMT  
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nikki6ixx wrote on Wed, 16 December 2009 23:28:I've always felt that the franchise needs a revise, which makes it more accessible to casual players. I'm thinking RA1, with the graphics and AI of today, but with RA's general simplicity.

C&C1, and Red Alert especially, sold very well to many people who wouldn't normally buy RTS', myself included. The tech tree was easy, and it didn't have a ton of extra crap. Instead, you had a lean game that you could pick up and play very easily, and yet have to really work at to be a master. The last RTS I played was the C&C3 demo, and I was in way over my head. Couldn't have said it better myself. TD and RA1 were simple, but not overbearing. But to master it, it took a little bit more skill than you'd think.

I like almost everything they've done with C&C4, but with no game mode even to build bases... I dunno, that kinda kills what made the series so great.

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Subject: Re: Why do people hate EA?

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 17 Dec 2009 06:04:19 GMT

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From the C&C RTS games: Gameplay-wise my favourite was RA2, story-wise my favourite was Tiberian Sun. Though I think Emperor: Battle for Dune was one of the best C&C-type RTS games out there in gameplay.

And yes the simplicity of the older games was an attractive feature. I think Generals, C&C3, and RA3 had too many units and commander powers in general; a lot that players didn't ever use.

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Subject: Re: Why do people hate EA?

Posted by [Kamuix](#) on Thu, 17 Dec 2009 07:48:48 GMT

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EA just sucks that much. they're good at specific things but when it comes to most really important/unique things especially when it comes to what C&C really had about it that drew people to it. I guess EA just thought they had better ideas.

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Subject: Re: Why do people hate EA?

Posted by [Xylaquin](#) on Thu, 17 Dec 2009 11:38:29 GMT

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Dover wrote on Wed, 16 December 2009 07:56EA killed my father.

No Dover, EA is your father!

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Subject: Re: Why do people hate EA?

Posted by [Starbuzzz](#) on Thu, 17 Dec 2009 15:41:18 GMT

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As others mentioned already, the recent C&C releases have too much units and powers. Less is more imo and this is what made the classic Westwood C&C games so good.

My most favorite C&C game is RA2. Simple and addicting.

I will really miss C&C...the franchise didn't deserve to go out like this.

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Subject: Re: Why do people hate EA?  
Posted by [Goztow](#) on Thu, 17 Dec 2009 15:47:27 GMT  
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C&C3 was still kinda simple, tbh. Kane's Wrath introduced a lot of the things that make it too complex for casual players.

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Subject: Re: Why do people hate EA?  
Posted by [terminator 101](#) on Thu, 17 Dec 2009 17:08:38 GMT  
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They destroyed Westwood mostly because Renegade did not sell like crack.  
They support most of their games for about a year and then abandon those games completely  
Enough said.

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Subject: Re: Why do people hate EA?  
Posted by [Kimb](#) on Thu, 17 Dec 2009 17:48:40 GMT  
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Terminator 101 wrote on Thu, 17 December 2009 11:08They destroyed Westwood mostly because Renegade did not sell like crack.  
They support most of their games for about a year and then abandon those games completely  
Enough said.

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Subject: Re: Why do people hate EA?  
Posted by [GEORGE ZIMMER](#) on Thu, 17 Dec 2009 18:54:01 GMT  
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Goztow wrote on Thu, 17 December 2009 09:47C&C3 was still kinda simple, tbh. Kane's Wrath introduced a lot of the things that make it too complex for casual players.  
I dunno. I felt they added too much shit. It was simple to actually win, but there was more unnecessary units than RA1 (Which I felt had the most out of any C&C game prior to C&C3...).

Still though, RA3 was actually kinda nice (haven't quite played it, but yeah). It's a shame they didn't pull it off quite right (over the top FMV's, not giving the expansion multiplayer, etc). And that they abandoned it quickly as they do any other product they make...

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Subject: Re: Why do people hate EA?  
Posted by [R315r4z0r](#) on Thu, 17 Dec 2009 21:30:50 GMT  
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Actually, I think they did a good job, simplicity wise, with RA3.

If you look at it's large picture, there is a lot of content. Lots of units, lots of powers, and each faction plays differently.

But if you sit down to play it, and stick with a faction, you will find it's a very simple and straight forward game.

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Subject: Re: Why do people hate EA?

Posted by [Commando Burton](#) on Thu, 17 Dec 2009 21:37:50 GMT

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Boy, I haven't been on the this forum for 4 years! But anyways back on topic.

EA is just making money, you see they don't care if you like it but they have to make it so you will buy it. Which does include making some people like it. They don't put hard work in it, and the ones that do are told to do other things like changing things that fans liked. Game styles changed... destroyed- altered to where its just boring.

Like I said EA is just after money. I mean really that's why they say the world runs on money- because everyone is after it!

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Subject: Re: Why do people hate EA?

Posted by [IAmFenix](#) on Thu, 17 Dec 2009 21:50:25 GMT

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Terminator 101 wrote on Thu, 17 December 2009 11:08They destroyed Westwood mostly because Renegade did not sell like crack.

They support most of their games for about a year and then abandom those games completely Enough said.

Where the fuck have you been?

Their franchise strategy is to support games, gain control and then rape and pillage everything good about it. (IE: Westwood and Command & Conquer)

They also have another strategy to tweak some things and resell a game. (IE: EA Sports)

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Subject: Re: Why do people hate EA?

Posted by [Renx](#) on Fri, 18 Dec 2009 04:10:50 GMT

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Terminator 101 wrote on Thu, 17 December 2009 13:08They destroyed Westwood mostly because Renegade did not sell like crack.

They support most of their games for about a year and then abandom those games completely Enough said.

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EA bought out WS before Renegade came out. It was originally scheduled to release sooner, but many things were redone. Thus why a game with 1998 graphics was released in 2002. Other things like the C&C MMO, continuum, were canceled too.

People hate EA because they WILL NOT, under any circumstances, publish anything original. A good example of this is the new MoH coming out next year with a modern warfare spin on it, they're only trying this to hump the success of the CoD series. They put the C&C logo and terrible games because they know it'll help them sell. There's been 0 original titles to come out of EA in the last decade, and that's why they're junk.

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Subject: Re: Why do people hate EA?

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 18 Dec 2009 06:58:10 GMT

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Renx wrote on Thu, 17 December 2009 23:10 Terminator 101 wrote on Thu, 17 December 2009 13:08 They destroyed Westwood mostly because Renegade did not sell like crack. They support most of their games for about a year and then abandon those games completely. Enough said.

EA bought out WS before Renegade came out. It was originally scheduled to release sooner, but many things were redone. Thus why a game with 1998 graphics was released in 2002. Other things like the C&C MMO, continuum, were canceled too.

Yeah, EA had bought Westwood back before Tiberian Sun.

The older builds of Renegade actually had some details that the current game does not. Building interiors were a lot more exotic, drivers were visible in their vehicles, there were various gun emplacements, and there were animations for getting in and out of vehicles.

The current game was also released in a rush. Most of the planned game modes did not make it into the game, and you can tell that some aspects of multiplayer and the last few missions of singleplayer were rushed according to Louis Castle.

Although Renegade could have been out by 2000, I think even 2002 was too early for the game. By the time it was released, most people were still using 56k internet (I know I was), which is terrible for a game of Renegade. Not to mention the fact that people are only able to host 4-8 player servers on their computers. Indeed the game was ahead of its time in many ways.

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Subject: Re: Why do people hate EA?

Posted by [Goztow](#) on Fri, 18 Dec 2009 07:42:35 GMT

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GEORGE ZIMMER wrote on Thu, 17 December 2009 19:54Goztow wrote on Thu, 17 December 2009 09:47C&C3 was still kinda simple, tbh. Kane's Wrath introduced a lot of the things that make it too complex for casual players.

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Still though, RA3 was actually kinda nice (haven't quite played it, but yeah). It's a shame they didn't pull it off quite right (over the top FMV's, not giving the expansion multiplayer, etc). And that they abandoned it quickly as they do any other product they make...

While it has more units and content than RA1, it also has a much more convenient user interface. With RA1 you didn't have waiting lines, you had to scroll down the sidebar for several pages sometimes, etc. C&C3 was actually made for new players: there's a LOT of beginner's info in the game (like unit descriptions, shortcut keys, ...) that you didn't have in previous games.

I think that the Renegade that WW had in mind was too big for them at that time. They had been developing it for what, a couple of years already? No way they were going to have the cash flow to continue developing for another few years. They had to release something. If it had been a straight hit, then an expansion pack would surely have been created to add all things that were planned.

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Subject: Re: Why do people hate EA?

Posted by [halo2pac](#) on Fri, 18 Dec 2009 18:23:14 GMT

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...becuase there jealous egotistical bastards who saw a good franchise with great games... decided they had to have it and bought it out. Then tried to continue the run .. while firing the employees who actually made C&C.. C&C.. then threw the EA side of gamming onto C&C and made the new series that suck ass.