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Subject: Westwood lives on  
Posted by [liquidv2](#) on Tue, 24 Aug 2010 05:18:38 GMT  
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<http://www.petroglyphgames.com/>

check the video on the homepage  
looks like they're doing c&c style games again

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Subject: Re: Westwood lives on  
Posted by [Starbuzz](#) on Tue, 24 Aug 2010 07:08:41 GMT  
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This video shows more of the map and vehicles:

<http://www.youtube.com/watch?v=u8sndlCGEew>

looks very C&Cish for sure with Nod looking buggies. And at 1:47 in the video, the screaming sounds like it was taken from the original C&C!

I dunno how the units will work though. Are there bases? How to replace lost units?

This explains more:

<http://www.youtube.com/watch?v=B9hOETVX1M4&feature=related>

looks like fun though very simple casual game. Storyline is taken right out of today's major conspiracy theories.

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Subject: Re: Westwood lives on  
Posted by [reborn](#) on Tue, 24 Aug 2010 07:19:08 GMT  
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I saw it a few days ago, the whole "Co-operate & Conquer" was not lossed on me. However, I liked the story and movie sequences more than anything in CnC, I'm not really a massive RTS fan in all honesty.

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Subject: Re: Westwood lives on  
Posted by [Spyder](#) on Tue, 24 Aug 2010 08:09:51 GMT  
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Very interesting, will definitely give this a try.

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Subject: Re: Westwood lives on  
Posted by [Sladewill](#) on Tue, 24 Aug 2010 10:27:04 GMT  
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look pretty good

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Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Tue, 24 Aug 2010 11:05:46 GMT  
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reborn wrote on Tue, 24 August 2010 02:19 However, I liked the story and movie sequences more than anything in CnC

Ya, I thought they were pretty cool until I was like 12..

This looks like the game to play if you hate everything about Starcraft.

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Subject: Re: Westwood lives on  
Posted by [Nightma12](#) on Tue, 24 Aug 2010 12:25:20 GMT  
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That looks promising...

Co-operate and conquer... HAHAHA thats sort of an "up yours" to EA imo.

what IS the story to this? I wasnt able to pick it up from those videos =/

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Subject: Re: Westwood lives on  
Posted by [nopol10](#) on Tue, 24 Aug 2010 12:31:12 GMT  
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Looks like a larger scale C&C 4 just by looking at the video on the site.

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Subject: Re: Westwood lives on  
Posted by [R315r4z0r](#) on Tue, 24 Aug 2010 15:23:06 GMT  
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nopol10 wrote on Tue, 24 August 2010 08:31 Looks like a larger scale C&C 4 just by looking at the video on the site.

That's just what I thought. I also thought it looked a lot like Generals.

I'd be more interested in this if Petroglyph didn't suck so much.

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Subject: Re: Westwood lives on  
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 24 Aug 2010 18:39:13 GMT  
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It looks okay, though a couple issues. Personally, I'm not an MMO fan, and the game looks a lot like C&C4 on a much larger scale and long term. Actually I barely play RTS online either, the only one I did play online avidly was Starcraft back in the late 90s.

I prefer singleplayer RTS over multiplayer, because it seems like most of the people playing online in any RTS game are the avid, day-to-day players who are experts at a game. So to the average gamer or even average hardcore gamer who only plays RTS from time to time, you'll essentially get your ass kicked by most people online simply because they play a lot more than you do, work faster, know all the tricks, etc.

Also, the previous Petroglyph games weren't too good. Their comparison to Westwood is also pretty generous, the main body of Westwood and classical C&C staff are in other companies like Jetset Games. There's a lot of former Westwood guys at Petroglyph, but I don't think their games can even compare to everything from C&C 95 to C&C Renegade.

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Subject: Re: Westwood lives on  
Posted by [renalpha](#) on Wed, 25 Aug 2010 12:42:47 GMT  
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reborn wrote on Tue, 24 August 2010 09:19I saw it a few days ago, the whole "Co-operate & Conquer" was not losted on me. However, I liked the story and movie sequences more than anything in CnC, I'm not really a massive RTS fan in all honesty.  
i must say, i actually got a hard on watching this trailer.  
You gotta admit, that this game actually looks promosing though.

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Subject: Re: Westwood lives on  
Posted by [trooprm02](#) on Wed, 25 Aug 2010 19:57:18 GMT  
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Since C&C 4, I've really given up on a C&C themed FPS so now ill settle for ANY game with:

- 1)2 totally different sides
- 2)an AOW mode (destroy each other base for points with infantry/vehicles)

It doesn't even need to have a story line that makes sense...If a game with those 2 simple requirements was ever released, I'd buy 3 copies of it immediately.

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Subject: Re: Westwood lives on  
Posted by [GEORGE ZIMMER](#) on Wed, 25 Aug 2010 21:13:15 GMT  
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troopr02 wrote on Wed, 25 August 2010 14:57 Since C&C 4, I've really given up on a C&C themed FPS so now ill settle for ANY game with:

- 1) 2 totally different sides
- 2) an AOW mode (destroy each other base for points with infantry/vehicles)

It doesn't even need to have a story line that makes sense... If a game with those 2 simple requirements was ever released, I'd buy 3 copies of it immediately.  
Pretty much the same here. I'd love a game that has tanks and such with base destruction, decent infantry battles, but isn't over the top with realism.

I've given up any hope of EA releasing such a thing, so...

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Subject: Re: Westwood lives on  
Posted by [Dover](#) on Thu, 26 Aug 2010 04:10:29 GMT  
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Looks pretty bad. :/

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Subject: Re: Westwood lives on  
Posted by [liquidv2](#) on Thu, 26 Aug 2010 04:25:23 GMT  
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stop talking about your filthy neckbeard

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Subject: Re: Westwood lives on  
Posted by [Dover](#) on Thu, 26 Aug 2010 07:08:44 GMT  
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liquidv2 wrote on Wed, 25 August 2010 21:25 stop talking about your filthy neckbeard

umad?

If it requires less than 30 actions per minute, you can't call it an RTS.

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Subject: Re: Westwood lives on  
Posted by [GEORGE ZIMMER](#) on Thu, 26 Aug 2010 21:16:25 GMT  
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Dover wrote on Thu, 26 August 2010 02:08 herp derp scrubs don't know how to RTS hurr starcraft derp derp  
Really now. Don't get me wrong, Starcraft is great, but it can be an RTS without requiring to be a

Korean to play it...

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Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Thu, 26 Aug 2010 21:24:27 GMT  
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im at the last bw mission...cant wait to play sc2 a month after release lololol

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Subject: Re: Westwood lives on  
Posted by [Dover](#) on Thu, 26 Aug 2010 23:00:34 GMT  
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GEORGE ZIMMER wrote on Thu, 26 August 2010 14:16Dover wrote on Thu, 26 August 2010 02:08herp derp scrubs don't know how to RTS hurr starcraft derp derp Really now. Don't get me wrong, Starcraft is great, but it can be an RTS without requiring to be a Korean to play it...

People like to pretend that Koreans are somehow naturally more gifted at StarCraft than Westerners, that the advantage is somehow genetic or something, when the only difference is that Koreans are willing to put in the work ethic to improve whatever it is they're doing (For the record, China is a close second). And it's not even that big of a deal. In my post above I mentioned 30 APM, and that's laughably low; An 80 year old with arthritis could manage that with a little bit of practice. Just because the game happens to not be turn based doesn't mean it's "real time" strategy. Not unless there's something making you take action and strategize most of the time. There's where the Real Time and Strategy come together to form Real Time Strategy.

Take Sins of a Solar Empire. It's a fine game, lots of fun. It's definately a strategy game, and it happens to take place in real time, but the pacing is just so slow that anybody who's played it would be hesitant to call it an RTS. It's more Master of Orion without turns.

But to address what you're implying; If any top-level StarCraft player (Korean or othewise) was to get ahold of this game, or some other shitpile like Red Alert 3, they'd turn the game inside out within a month, if that. There's a reason why, for all intents and purposes, the StarCraft community IS the RTS community, and there's a reason why the communities for other games get abandoned as soon as the next shitty iteration is released.

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Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Fri, 27 Aug 2010 07:14:55 GMT  
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can guys like idra hang with the top koreans?

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Subject: Re: Westwood lives on  
Posted by [CarrierII](#) on Fri, 27 Aug 2010 08:45:50 GMT  
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Yes Dover, but when I go for a recreational drive, I don't use a fucking F1 car, I drive at normal speeds. Exactly the same principle with RTS games...

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Subject: Re: Westwood lives on  
Posted by [Dover](#) on Fri, 27 Aug 2010 20:46:17 GMT  
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JohnDoe wrote on Fri, 27 August 2010 00:14can guys like idra hang with the top koreans?

SC2, sure. Broodwar, not really. But that's more of an issue of talent. IdrA isn't all that good (Even though he's better than I could hope to be lol), he's just consistant.

CarrierII wrote on Fri, 27 August 2010 01:45Yes Dover, but when I go for a recreational drive, I don't use a fucking F1 car, I drive at normal speeds. Exactly the same principle with RTS games...

They have Turn Based Strategy games and games of other genres for that. To continue your analogy, RTS games are F1 cars, and to drive them at normal speeds (Or to have one that can only drive normal speeds) is retarded. If you want to drive slow, don't buy an F1 car.

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Subject: Re: Westwood lives on  
Posted by [liquidv2](#) on Sun, 29 Aug 2010 22:43:40 GMT  
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get your starcraft out of here nerds

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Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Sun, 29 Aug 2010 22:45:50 GMT  
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na tis wary imporent

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Subject: Re: Westwood lives on  
Posted by [nopol10](#) on Mon, 30 Aug 2010 08:48:44 GMT  
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This is a thread about Westwood and Petroglyph's new game...

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Subject: Re: Westwood lives on  
Posted by [Tupolev TU-95 Bear](#) on Mon, 30 Aug 2010 16:01:02 GMT  
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Hmm this looks alright, doesnt guarrenty ill buy it

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Subject: Re: Westwood lives on  
Posted by [Boofst0rm](#) on Tue, 31 Aug 2010 11:21:41 GMT  
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Subject: Re: Westwood lives on  
Posted by [DRNG](#) on Thu, 02 Sep 2010 02:26:33 GMT  
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How bout that Renegade?

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Subject: Re: Westwood lives on  
Posted by [Nightma12](#) on Thu, 02 Sep 2010 17:16:07 GMT  
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Subject: Re: Westwood lives on  
Posted by [JohnDoe](#) on Fri, 03 Sep 2010 08:34:03 GMT  
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do you build additional forges/gateways? i fell back right away because it took so long to get my forces to the right spots on the front with my lackluster makro + 2 ramps are easier to defend than 3 entrances... your tactic should work just as well, right?

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