
Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 00:30:34 GMT

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<http://www.gamespy.com/titlefightqualifying/index10.shtml>

At the moment, C&C: Red Alert is totally wiping the floor with all the other C&C games.

I personally believe it was due to WS' awesome support for it. Two expansions, numerous patches, excellent gameplay and great graphics, for 1996-1998, make for a perfect combination.

Current Results

Total Votes: 9780

Command & Conquer 1215

C&C: Red Alert 4677

C&C: Tiberian Sun 565

C&C: Red Alert 2 1395

C&C Red Alert 2: Yuri's Revenge 410

C&C: Generals 1575

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [Slicer_238](#) on Sat, 21 Feb 2004 00:32:00 GMT

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How the hell is Generals beating Tiberium Sun!

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 00:33:32 GMT

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Because, graphics and gameplay wise, Tiberian Sun really sucked.

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [England](#) on Sat, 21 Feb 2004 00:34:58 GMT

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AircraftkillerBecause, graphics and gameplay wise, Tiberian Sun really sucked.

:rolleyes: says you.

Subject: GameSpy Title Fight - Command & Conquer Series
Posted by [Slicer_238](#) on Sat, 21 Feb 2004 00:35:22 GMT
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I liked it better then any other RTS C&C.

Subject: GameSpy Title Fight - Command & Conquer Series
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 00:43:48 GMT
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I didn't. It was too slow, the units didn't look right becuase of the voxel technology, and it didn't live up to the hype.

If they had released it earlier, while looking better and playing better... Yeah, I could see.

That's why I like Red Alert so much, the games were always fast paced.

Subject: GameSpy Title Fight - Command & Conquer Series
Posted by [Slicer_238](#) on Sat, 21 Feb 2004 00:48:30 GMT
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Well unlike you Tiberium Sun was the first C&C I ever played so I have an affinity for it. I liked it's time line and story. I was used to those kind of graphics at the time anyways and it was the first RTS I ever played. After playing that it made me get Starcraft and also follow the C&C games. So it's more then just the second GDI vs Nod game for me.

Subject: GameSpy Title Fight - Command & Conquer Series
Posted by [gam3rj](#) on Sat, 21 Feb 2004 00:59:42 GMT
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Yeah, I started on Tiberian Sun, went to Tiberian Dawn Gold and Sole Survivor. That's why I love Renegade so much.

I think it is pathetic how Generals is beating the entire Tiberian series. The reason Generals is getting so many votes is probably because it's graphics and it's introduction to many people who never played a C&C game.

I gve Red Alert all the credit though, that was nicely put together, great support like ACK said, but Red Alert 2 doesn't deserve to be above the Tiberian series either. Just opinions though.

Subject: GameSpy Title Fight - Command & Conquer Series
Posted by [IRON FART](#) on Sat, 21 Feb 2004 01:05:30 GMT

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Quote:

How the hell is Generals beating Tiberium Sun!

Tiberian sun was too dark and gloomy in my opinion. And it was never Graphically too appealing to most people.

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [Nukelt15](#) on Sat, 21 Feb 2004 01:15:06 GMT

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RA1 is the C&C RTS I play most often...followed by TD, then TS, then RA2... never, ever will I touch Generals after how craptacular the demo was.

The first C&C game I played was TD for N64...that had 3d graphics, and that didn't add anything at all to the gameplay...as soon as I got the PC-based C&C95 version, I never touched it again because of the inferior console controls.

TS did seem a bit slower in gameplay than the other games, and the music frankly sucked in comparison. However, it's still pretty fun, for a game that was as over-hyped and under-delivered as that.

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [YSLMuffins](#) on Sat, 21 Feb 2004 01:32:52 GMT

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Generals is a sham of a C&C.

RA1 all the way!

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [SuperFlyingEngi](#) on Sat, 21 Feb 2004 02:04:25 GMT

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Uh, I hated Tiberian Sun. The campaign was so dull it scared me away, and the infantry move SO SLOWLY...I'd definitely pick Generals over Tiberian Sun.

The again, the ingle-player missions play way too slowly. I always find my units getting picked of by RPG troops because it takes them about 6 seconds to turn their turret around. Also, pathfinding in Generals is very poor, in my opinion.

I've never played RA1, but I think i owe it to myself to play it.

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [loser99](#) on Sat, 21 Feb 2004 02:07:17 GMT

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how the hell is Generals beating the original CNC, I think the original CNC was the best game ever made

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [Try_lee](#) on Sat, 21 Feb 2004 02:16:02 GMT

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If Generals manages to come second, I'll be very disappointed

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [bigejoe14](#) on Sat, 21 Feb 2004 02:17:22 GMT

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I personally loved Tiberian Sun. I loved the atmosphere it gave and the single player missions were some of the funnest I played in a long time.

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [DBB](#) on Sat, 21 Feb 2004 02:58:14 GMT

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Original C&C and Red Alert Retallation pack for PS1 were the best. I remember buying C&C original for the Sega Saturn. I had no clue on how to play it. All I know is that it looked and sounded AWESOME! After I learned to play it I never turned it off. I remember playing that nights upon days and whatnot. Then my bro bought Red Alert (wasnt sure if he should buy that or Warhammer, I convinced him to get Red Alert) I would play that one skirmish level where it was snow level, then on the left side there was two islands connected by a bridge, same on the right side. To travel from one to another you had to build transport to get ur tanks and guys over there. Oh man, I think I played that map over 1000 times. Easily. I would build tons of units and have huge battles. I would even pause it at night, wake up the next morning and continue my tirade! Mwahaha I still do not know what one I like more, Original or Red Alert. Both had their respective ups and their respective downs. I never really had the chance to get into Tiberium Sun. My old computer kept messing up, so it would only work once in a while. Then finally when I could get it to seem stable, like ACK said, it was far to slow. Plus, all of those super high tech units got annoying quickly. Generals, well generals wouldve been sick as heck, but the lack of units was horrific. Well, yes, they still had a good amount, but not compared to the others. Possibly if I bought the expansion pack, then I might be fulfilled in that area. I should check it out.

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [tooncy](#) on Sat, 21 Feb 2004 03:48:35 GMT

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My C&C Related experience goes as so:

Red Alert>Red Alert:Counterstrike >Red Alert:Aftermath>Tiberian Sun>Tiberian Sun:Firestorm>Red Alert 2>Red Alert 2 uris Revenge>Renegade>Generals>Command and Conquer: GOLD

Red Alert is the best out of them all. It was fun to play as well as look at, and it had great sound. The missions were fun (and I'm even trying to beat them again), and the ballance was perfect. Red Alert was where C&C shined.

As for TS, I didn't really like it. It was ugly, boring, the music and sound was only average, and the SP sucked. Two words: Broken Promises

Red Alert 2 was fun to play, but its story disgusted me.

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [sniper12345](#) on Sat, 21 Feb 2004 06:07:42 GMT

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Where the fuck is Renegade?

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [IRON FART](#) on Sat, 21 Feb 2004 07:16:58 GMT

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Renegade isn't an RTS game...

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [NHJ BV](#) on Sat, 21 Feb 2004 10:18:52 GMT

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My first C&C was Red Alert, I borrowed one of the two discs from a friend who borrowed them both from someone else

The sheer fun of driving around with the MCV not knowing what to do with it...

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [Slicer_238](#) on Sat, 21 Feb 2004 16:25:40 GMT

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I don't know having two Wolverines in the first mission thinkings they build your base and sitting there trying to have them build a barracks was fun.

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [Weirdo](#) on Sat, 21 Feb 2004 16:41:44 GMT

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My first RTS was dune2. I played dune2, TD, and RA, only on a 486 4 mb ram later 8, in dos. For TS I got a p3 450. So for me the graphics and speed of TS were better then I was used to. And I must say I like TS. I never played RA on the internet, simply because at the time TS was released I also finally got a internet connection. (Ah the times of visiting, sites like tiberiumsun.com daily). So I can't really compare TS to the older ones at the point.

But my favorite still is TD (dos version).

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [Sir Phoenixx](#) on Sat, 21 Feb 2004 17:42:54 GMT

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Yay for Red Alert!!!

Tiberian Sun is alright but not that good.

(And there is no such game called "Tiberium Sun"!)

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [cowmisfit](#) on Sat, 21 Feb 2004 17:45:33 GMT

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I voted for the original Command and Conquer, if i had to vote next it would be tiberian sun or red alert. Generals would come in last.

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [OrcaPilot26](#) on Sat, 21 Feb 2004 21:13:27 GMT

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RA1 was the perfect RTS game for its time. The storyilne, the movies, the fast paced gameplay, online support and skirmish games. To top off it also came with a map editor.

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [2000_years](#) on Sat, 21 Feb 2004 21:29:22 GMT

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haha, I remember playing TD thinking the MCV was just a big truck for running units over with TD and RA were equally as good I think, I liked the bizzare things about TD (tiberium, stealth tanks, etc) and I liked the fun-ness of RA

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [Renx](#) on Sun, 22 Feb 2004 01:27:23 GMT

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Red Alert all the way.

It's currenty owning, with almost 3 times as many votes as the title in second(generals).

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [gam3rj](#) on Sun, 22 Feb 2004 11:25:04 GMT

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I don't understand why everybody dislikes Tiberian Sun so much. I liked the music a lot and I loved how Westwood evolved GDI and Nod from Tiberian Dawn. That's why I was looking forward to Twilight, the plot actually interests me.

Subject: GameSpy Title Fight - Command & Conquer Series

Posted by [NHJ BV](#) on Sun, 22 Feb 2004 11:31:25 GMT

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Yes, I like TS's storyline and cutscenes most of all C&C's, with RA being 2nd. I dislike the music though, and some maps are a bit boring with all the dark land/textures/whatever. I liked the missions though.
