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Subject: Re: Let's talk about C&C3

Posted by [terminator 101](#) on Wed, 29 Nov 2006 02:38:48 GMT

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I fear that EA will screw this up, just like they screwed up Generals. It seems that neither EA or Westwood can/could balance three sides properly(Generals, Yuri's Revenge(In Dune, all sides were pretty much equal)).

I am getting bored of RTS games. You almost allways have to do same things in almost same order over and over.

I also think it is pretty hard to make decent RTS game these days.

Too much micromanagement= A game will be only for Hardcore gamers, and casual gamers will not stand a chance

Too little micromanagement= A game will be just another "build as many tanks as you can, and attack(and do this pretty much every time)"

I liked Renegade because THIS is how I allways wanted to play those boring RTS games.

Maybe I don't really like RTS games much any more because I am just too slow and prefer to be part of a team, or maybe it is because in most RTS games, your units are pretty stupid unless you directly control them.

But if the AI of the units in RTS games were to improve significantly(not going to happen with C&C3, that would be too much work for EA), then they would become 1000 times more fun.

Amen

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