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

Posted by [fl00d3d](#) on Sat, 02 Dec 2006 01:48:46 GMT

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I think EA was just trying to guarantee a successful product by leeching the C&C name. They knew it had absolutely nothing to do with the old C&C story lines, but thats what people were familiar with. Generals is a great game (and probably would have been even better if Westwood had made it), and Zero Hour is not bad either. Generals is very balanced in my opinion - and zero hour is somewhat balanced (easier to abuse the misbalances). C&C3 promises to be a great game and I definitely plan on buying it. I have purchased, played, defeated, and mastered every C&C game ever made and EA has just given me another one to tamper with. I truly hope it turns out to be a balanced RTS.

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