

---

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

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 07 Dec 2006 20:44:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

icedog90 wrote on Wed, 06 December 2006 19:22I personally like RTS games much more than FPS games. Partly because I grew up playing that genre the most. Secondly, they require much more mind power.

Yeah as I said, I've grown up with the series. I've played each of the C&C games thousands of times, which means the vast majority of my C&C time is playing the RTS games. I just find Renegade to be the funnest of them all, because it takes the C&C series to ground level. You fight you enemies face to face instead of hovering above them.

Most FPS don't require any mind power, take CS as an example. You just walk around and shoot on instict. Part of the reason why I liked this game was the amount of strategy and organization required in a clanwar (repair buddies, flankers, long ranged groups, distractions, rushes, etc). So you're basically using your mind a lot as well, trying to figure out ways to get passed their forces, clear the field, or strike their base directly.

What EA needs to do is recreate a new FPS, but not repeat the numerous problems and mistakes they've made in Renegade. It's a great concept until now, if a sequal was executed properly I think it would be a big hit.

---