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Subject: Re: Universe at War (Petroglyph)

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 23 Jan 2008 16:04:50 GMT

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I actually used to have high hopes for Petroglyph in the past. I thought "woah, it's Westwood!" and a lot of people follow Petroglyph for that reason. Take a visit to the Petroglyph forums and you'll see a lot of die-hard C&C fans.

However I didn't like Empire at War or Universe at War. They're way too different from the Westwood games which I had immediately loved. I feel that people only follow them because they're former Westwood, but the only reason why I liked Westwood was because I loved their style of games. I liked the sidebar, engineers, construction yard system, the storylines, etc. They completely let go of what made them unique. So considering they turned around 180 degrees on their own RTS style, it makes their games barely worth playing to me.

I actually enjoyed C&C3 a lot more than the Petroglyph games, despite its storyline inconsistencies.

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