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Subject: Re: Do You Like E.A. Games?. I Think.

Posted by [Oblivion165](#) on Fri, 18 Apr 2008 17:58:49 GMT

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1. EA games if far behind the standard of excellence. They use the SAGE engine for anything they possibly can and this is worsened by the fact that it wasn't that good of an engine to begin with, let alone be using in 2002+

They have no desire to update or keep with the times, they add a new lighting module and truck on. Games like Bioshock, HL2: Ep2 and Call of Duty 4 are all using the latest and greatest, while EA is using a engine coded in the 90's and is soon to be a decade old.

2. Reluctance to add any decent gaming standards. Play some Company of Heroes and then play C&C3, you will think that C&C3 is just a mod of some really dusty RTS to have better graphics. There are 2 buttons and not much you can do with them, features like tank facing and queued commands should be a standard in any RTS but EA feels that the genre should remain in the past. With the lack of needing any strategy in any EA RTS, the game is very hollow. You build a crap load of harvesters, pick you out a spot for your mass o' war factories and blindly send any unit until the opposing team is dead. No need to worry about classes really, anything will do as long as its not AA only.

3. Test your games before you release them. Seriously, what's C&C3 up to now? (9?) patches? The game was better before you patched the crap out of it, the whole construction mechanics have been re-vamped. Before you start changing a major game play mechanic you might want to stop and think how people would feel about this.

4. Get better plots and stories. Kane blows, Tiberium blows and Scrin blows. Tiberian Sun was the worst game to ever hit C&C and you just rolled with it. I thought nothing could get the series more off-track than Red Alert 2 but by god Westwood, you ruined it all. The only good thing about a company buying out a legacy chain would be to take it back to the golden days and un-do what the original company did but neh, EA continued on with the failure. What do you think RA3 will be like? Good? Well it wont, it will be just like C&C3 and that gayfer future crap. RA is about WW2 but I bet EA will go with a WW3 aspect to make sure they make it all tiberium and futuristic. I have no problem with the Sci-Fi, Tesla Coils, Chrono Tanks etc etc is what made RA:R the best damn C&C to ever hit the shelves.

5. Monopoly. EA at this rate will be the #1 game developer on the market despite their (1-4). They buy all the companies they can and soon they will have no competition at all, the only games we will get are the EA trash they decided to make in under a year. Graphics you ask? Well it will be the SAGE or now the SAGE+ engine called RNA that is just...uhg. Let it die, license the Company of Heroes engine and spend more than 12 months making a game (or mod I should say in their case, they don't actually make games).

6. As long as they buy it, who cares what they want. All of you are enablers, its all crap and you people just keep buying it. I pirate everything they put out and it's not even worth my internet bill for this junk. They don't care about the fans, they make what they want and to hell with everything else. Look up C&C Tiberium, any real info or means to voice your opinion? I personally despise the idea of a control point C&C and I'm sure that the majority of people don't want C&C to turn into

Warhammer. They will make this game, release a screenshot or two and ship it out. They don't even give a crap about the players at all and you people let them do it.

7. What can be done? My avatar, EA Headquarters (All of them) and a date/time. Lets make it happen people.

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File Attachments

1) [Failroad.jpg](#), downloaded 517 times

