
Subject: Re: illogical sig 'fuck ea...'

Posted by [Weirdo](#) on Sun, 11 Sep 2005 16:19:00 GMT

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Belski wrote on Sun, 04 September 2005 02:33 You sure buddy? it SEEMS that EA has the rights of RA3.

<http://redalert3.com>

so if you dont know what your talking about, keep your opinion to yourself, facts are facts

You are aware that EA bought all these domains a long time ago. After the release of tiberiansun www.tiberiantwilight.com was quickly taken by them.

I have no problems what so ever with the developers of EA. I have something against the people that make the rules of how much time and money should be spend on games.

Take Generals, I read some where how proud they were to make a game in such a quik time. Now take all the things that were wrong with it at first release.

SP - compared to all other C&C games really bad. Come on it didn't even had a storyline. While now a days, even games like NFS:U2 get a storyline. I don't care if it had a diffrent storyline than the rest of the games, but now it just felt like scripted skirmisch games. Although scipted. I remember playing the last mission with China on Hard. The AI would send a small army to my base now and then. And I just had a few Nuke artillery constantly shoot at the path from wich they came from. So they always died before they could come close, with out me actually doing a thing.

MP - No ladder only some stats. These stats were stored online as well as offline. Now if you take enough time to think about it, you would have made the stats online the stats, that were actually always up to date. But no, people could just alter a file on there pc's to make there stats go to 1000 wins -10 losses. Yes I'm serious about the negative.

- Cheating, they promised in the beginning a Live team to stop cheats, well that really wasn't the case.

- Balancing, of course no game is perfectly balanced but it is a negative point non the less.

- Disconnecting, most C&C games found a way to notice wich of the two players was the person who disconnected so the guy who didn't disconnected didn't get a false disconnect stat. I think with Gernals they fixed this after patch 2.

- Not much events, Where were the good old, WS vs The world events.

- Overall, a lot of things were removed that were promised, ok that happens, but why be so proud in that case that you made the game in such a fast time.

I'm sorry to say this, but EA really isn't such a great company. Let's take this community. WOL can be down for days, before someone overthere actually decides to turn it back on. The web-site is not useable anymore, for no reason what so ever. So people who have bought the game will have a hard time trying to get something like the map editor or any info about this game what so ever. Technical support is non-existant.

I could go on and on... but this is my end of the rant.

About the contract, I think everyone had the chance to decide if they wanted to move with the company to LA or not.
