
Subject: Re: Your opinions on C&C First Decade

Posted by [terminator 101](#) on Mon, 13 Feb 2006 06:26:02 GMT

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Quote:MoHAA and BF aren't that much of unique games, in my opinion though... which to EA, would very much make them NOT failures!

Actually I never played MoHaa or BF but from the number of people that play those game, they seem quite popular and prbably good games (well, I actually played BF1 on my older slow computer, but the graphics were only black and white for some reason, and as for Mohaa, I played it for about 10 minutes(the demo that is on the Renegade CD) but I did not like it very much because it was hard to see enemies from very far(at least I think it was that way, because I played the demo long time ago))

Quote:omg the single player campaign DID suck, didn't it?!

Yes it did/does. I am beginner programmer (on college first year, second semester with (very) basic knowledge of Java) and with some(or probably lot) practice with the level editor, maybe I could do a singleplayer campaign that would be more fun. (or maybe not)

Quote:By the way, the Renegade demo *only* works for GSA.

How is that possible? That does not make any sense at all! Why would Westwood leave Renegade demo out of WOL? That is like if Microsoft Created Demo of Halo 3 that would only be playable on Xbox 1(well you get the point).
