
Subject: Re: Do You Like E.A. Games?. I Think.
Posted by [Lone0001](#) on Fri, 18 Apr 2008 19:01:18 GMT
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Jerad Gray wrote on Fri, 18 April 2008 12:16

EX:

In CnC3 they removed the walls, the way you build buildings is to quick, one engineer to capture a building (which in the original games I kind of liked but without walls and the retarded building method an engineer captures just one of your buildings and 10 seconds later GDI has 50 of their sonic turrets deployed in your base, and your construction yard is dead). Also the base defenses are under armored and relatively weak, virtually building them is just a waist of money.

All in all EA = bad.

I miss the walls also
