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Subject: Re: Red Alert 3 buying survey

Posted by [u6795](#) on Fri, 10 Oct 2008 18:52:43 GMT

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KIRBY-098 wrote on Fri, 10 October 2008 12:59stuff

Precisely. It's because of EA's recent obsession with making the perfect ultra competitive RTS to make them more money with contests and such. That's why C&C 3 sucked so much monkey cock, it was designed for people who spent their entire day playing strategy games and boast about their mad skillz, and didn't give a flying fuck about the continuity of the C&C universe. Hence, the Scorpion spam problem.

Honestly EA could just make a game with units like "Tank" and "Jeep" and "Artillery" and other obscenely bland things, and people would buy it by the droves. C&C 3 should not have been made the way it was. C&C is an amazing, story centered universe and Generals basically begun raping it and extorting it for more and more money when EA couldn't get any good ideas of their own.

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