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Subject: Re: C&C 4 Coming!!!!

Posted by [Dover](#) on Sat, 25 Jul 2009 22:41:18 GMT

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R315r4z0r wrote on Sat, 25 July 2009 15:05\*ignores last bunch of posts in this thread\*

When I was posting my last rebuttal in this thread, I wanted to do it quickly because I got home from work late and wanted to do other things after. I didn't think making the post would take that long so I figured I'd give it a whirl.

Well, it took 1 and a half hours to compose (distractions and all.) Most of the time was taken from formatting the post with the quote by quote breakdown.

So, in this post I'm just going to take your main idea that you've started to form with all your posts and combine it into one argument:

You are apart of the group of people that are so fixed on how they've seen something one way that you want everything to be a "clone" of it. A lot of people were like this when C&C3 was in development. Many people kept on suggesting things that would have made C&C3 a Tiberian Sun clone.

One of my ongoing points is that no game should be stremelined with other games of the same genre. It doesn't matter at all if one way is better or worse than another way. You wouldn't buy two different bottles of soda and expect them to taste the same. You wouldn't buy two mystery novels and expect them to play out the same. Just like different games shouldn't use the same structure and format, even if they are in the same genre. Different games are made for the reasons that people have different tastes. A game is not based on your opinion and your opinion alone.

Starcraft should play different than Generals. Tiberian Sun should play different than World in Conflict. Stormride should play different than Halo Wars. And they do. If a game wants to share some basic ideas from another game, that's perfectly fine, but once they take all the core mechanics from one game and copy it into their own game and simply just change the units used and call it the "standard" then that's when things get boring.

In theory, this is a sound idea, but in practice you quickly find there is good difference and bad difference. Pepsi is sweeter than coke, and that's different and good. Poo-flavored soda is different and bad. That's why although things (Be it soda, games, whatever) are never identical, they are always similar. Why do modern RTSes involve issuing commands to units with your mouse? Doesn't the fact that EVERY RTS does this make it boring? No, it makes it smart.

R315r4z0r wrote on Sat, 25 July 2009 15:05If you don't like a game, you don't play it. It's as simple as that. There are different games for that reason. If all games played the same way, then people who don't like how it's played would be completely out of luck.

You're absolutely right, and case in point is that more people play StarCraft and WarCraft than C&C, therefore their system is superior. The people have spoken. It's been 11 years since StarCraft was released and they still have a very very active professional scene (One that is GROWING and not SHRINKING, mind you). How can you argue with that?

R315r4z0r wrote on Sat, 25 July 2009 15:05 So realize that your opinion on how a game should be isn't the only opinion that matters. Logical or not, people have their own ways of seeing things. And just because you like to look for reasoning in things, doesn't mean you're always right about it. If you can't find a reason in something and argue that it's wrong, it doesn't make you right, just arrogant. Not everything has reason. And everything shouldn't always have reason either. It's what makes life interesting. If you judge your way through life using logic and reasoning alone, then you've never really lived at all. Like my signature says, "Kick logic to the curb and do the impossible!"

I love how you accuse me of being stuck in my ways when you refuse to apply logic to any argument you make in any debate I've seen you post on. Everything is logical. It's a matter of seeing it or not. Have you ever stopped and considered that you might be the one who's wrong? The evidence is certainly against you.

Show me one thing that is devoid of reasoning. I dare you. And don't use some dumb copout like "God LOL!".

And not to flame, but your signature is retarded. Emotions and feelings lie and lead people to false conclusions. Logic doesn't. Again, have you ever stopped and considered that you might be the one who has it wrong?

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