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Subject: Re: The Apparent End of C&C?

Posted by [liquidv2](#) on Thu, 12 Nov 2009 06:01:56 GMT

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danpaul88 wrote on Wed, 11 November 2009 03:17 Lets face it, the C&C franchise died when they originally disbanded Westwood, all these mock-C&C games EA have made since then are just a pathetic attempt to fix that mistake.

i thought generals was entirely fun as fuck to play

there was no tiberium and there was no ore, but that didn't change the fact that it worked out and had a good balance in it

instead of going with some fictional storyline EA pumped out a RTS equivalent of Modern Warfare and applied Command and Conquer to the present day world

what was so bad about generals and zero hour? no cyborg commando? no Tanya? who the fuck cares, it was still a fun game that i played the living shit out of

my opinion on cnc 4 (shared by others) is it should just pick up where tiberian sun left off and act like cnc 3 never happened

they have the technology and the potential now to make the game what it was meant to be then it's all set up for them; why start taking crazy-assed shot-in-the-dark hope-this-works risks for no reason at all? it's absolutely ridiculous but that's the way EA seems to work (or doesn't work, with 1,500 jobs being cut)

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