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Subject: Re: Why do people hate EA?

Posted by [Goztow](#) on Fri, 18 Dec 2009 07:42:35 GMT

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GEORGE ZIMMER wrote on Thu, 17 December 2009 19:54: Goztow wrote on Thu, 17 December 2009 09:47: C&C3 was still kinda simple, tbh. Kane's Wrath introduced a lot of the things that make it too complex for casual players.

I dunno. I felt they added too much shit. It was simple to actually win, but there was more unnecessary units than RA1 (Which I felt had the most out of any C&C game prior to C&C3...).

Still though, RA3 was actually kinda nice (haven't quite played it, but yeah). It's a shame they didn't pull it off quite right (over the top FMV's, not giving the expansion multiplayer, etc). And that they abandoned it quickly as they do any other product they make...

While it has more units and content than RA1, it also has a much more convenient user interface. With RA1 you didn't have waiting lines, you had to scroll down the sidebar for several pages sometimes, etc. C&C3 was actually made for new players: there's a LOT of beginner's info in the game (like unit descriptions, shortcut keys, ...) that you didn't have in previous games.

I think that the Renegade that WW had in mind was too big for them at that time. They had been developping it for what, a couple of years already? No way they were going to have the cash flow to continue developing for another few years. They had to release something. If it had been a straight hit, then an expansion pack would surely have been created to add all things that were planned.

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