
Subject: Re: Awesome Stuff [C&C4 Tiberian Twilight]
Posted by [Jerad2142](#) on Fri, 16 Apr 2010 05:02:18 GMT

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Nukelt15 wrote on Mon, 29 March 2010 23:16

Okay, I can give them props for trying the no bases thing; that hasn't been revisited in mainstream RTS since Homeworld was the latest greatest thing- and it turned out to be one of the key elements of one of the best games in the genre. Trouble is, EA kinda fucked up on the "trying" part, and just went ahead and deleted a major staple of the C&C series without finding another solution that worked first.

You should burn for relating Homeworld to this flaming pile of shit. Okay maybe not that extreme but there should be a law against comparing it to Homeworld, I mean it was logical for Homeworld not to have base building everything is in space.

CnC3 was the first step to retarding down the resource management making tib only grow in small areas, (actually that is a lie, RA2 made it so resources only grew in small spots, but it was okay in RA2 because those are mines and gold doesn't grow), RA3 was worse, finally this... thing came.

Kane flips out and is now trying to save the planet he helped poisoned with the tib in the first place.

In my mind, CnC series ended at Firestorm.