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Subject: Re: Starcraft2 beta key  
Posted by [Dover](#) on Wed, 26 May 2010 23:20:47 GMT  
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GEORGE ZIMMER wrote on Wed, 26 May 2010 07:17Dover wrote on Wed, 26 May 2010 08:51GEORGE ZIMMER wrote on Wed, 26 May 2010 06:38Dover wrote on Wed, 26 May 2010 08:28This seems like a prime opportunity to point out that top C&C 3 players are leaving their game to play go to Korea to play StarCraft 2.  
I'm sorta surprised they didn't move to RA3...

Yeah, you're right. Since they're both fucking awful games, it would be like they're hardly moving at all.  
Still have yet to play RA3, but it seems to me like it's a bit undeserving of the hate it gets.

Why exactly do you hate it, anyways?

Because it continues in the tradition of RA2 and YR of ruining what could have been an amazing series started by RA1. I still can't explain to myself how they went from a serious look at what could have been and the fragility of history through an alternate reality to "LOLZ LOOK AT HIS COMMUNIST UNDERWAREZ LOLZ!!1!". RA3 just keeps up this tradition of a "wacky, zaney, bonky" atmosphere, which isn't what I want when I lead the soviets to victory. It's condescending AND childish, at the same time.

In addition, like all C&C games this side of Generals, it's simply a game of "make a million tanks and then attack move". It almost isn't fair to call that a Real Time Strategy, since there's little Strategy to be found, and it's only Real Time in the same sense that baseball is.

Take the time to watch that last video. It's only ten minutes or so. 3-5 minutes in Apollo makes some kind of reference to how bad he was at RTSes because he played C&C, what he refers to as "A newbie game". If these are the words of the top C&C 3 player, winner of the gold medal in C&C 3 at WCG 2007, the person who's figured out the game the most, what hope does the game have?

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