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Subject: Re: Command and Conquer under Victory Games Studios

Posted by [GEORGE ZIMMER](#) on Sat, 26 Feb 2011 13:40:53 GMT

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Spoony wrote on Fri, 25 February 2011 16:54 given the enormously varied opinions just on this forum on which C&C games suck and which don't, how can you expect to please everybody?

the only consensus i've ever seen is about C&C4 (i've yet to hear a single favourable opinion about it)

oh yeah, no, I'll be the first to admit it's very hard to please everyone

but you know, they could try to NOT make something that was as absolutely horrible as C&C4 or as extremely over-the-top as RA3 (or even RA2...), and actually give it around 2 years development time.

liquidv2 wrote on Fri, 25 February 2011 16:00

you build a base, you build units out of the base, you kill the other team

it plays like every other c&c game plays and is quite fun; it's instead applying the c&c idea to modern times, like how call of duty made modern warfare

would it make you feel better if they modded it to make little fenced tiberium fields instead of supply piles and the workers scooped it up with shovels for refinement? come on now  
You have to understand what's being said here- it's not that basing gameplay off of Generals is a terrible idea (actually, as long as they kept MCV's and a few other minor details which is totally doable, I'm all for them basing the general gameplay flow off of Generals), it's that it's VERY likely he wouldn't understand what makes C&C... C&C. I know that just sounds like the usual nostalgia goggles bullshit that people frequently put up, but would you really say it's a smart idea to hire someone who doesn't know as much about how C&C games were when the community overwhelmingly agrees to SOME degree that there needs to be a return to pre-Generals feeling?

Especially in the Tiberium universe games; C&C95 and TS just had this feeling that EA has UTTERLY failed to recreate. And they'd need someone who's played- and loved- those games extensively to really say they have someone who knows what the old C&C games were like.

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