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Subject: Re: Played the new C&C at E3

Posted by [liquidv2](#) on Thu, 13 Jun 2013 19:27:29 GMT

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i've noticed a trend with the last few EA-attempted C&C games  
they essentially copy what everyone else is doing, and seem to put more into selling them than  
making them quality in the first place  
they try to make it visually appealing and really sell the product; it's working quite well for them,  
because people keep going for it  
companies like Blizzard make products that sell themselves; EA is quite the opposite

for the record, Generals was a good game - they somehow didn't fuck that up at all

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