
Subject: C&C opinion

Posted by [Obelisk](#) on Tue, 28 Jun 2005 05:33:49 GMT

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I was always a big C&C fan. because i know i was obsessed with every C&C game when they first came out. From the Original to Red Alert 1 to Tiberian Sun to Red Alert 2 and Renegade. I dont know about Generals, EA makes games alittle differently. Besides Renegade what was your favorite C&C game and why?

I think mine would have been the first C&C. I guess the reason why would have been because C&C was new and i was only 9 years old and it was all so fascinating to me. What do you guys think?

Subject: Re: C&C opinion

Posted by [idebo](#) on Tue, 28 Jun 2005 07:06:38 GMT

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I think mine is Red Alert 1, maybe that's because it was made by "The Westwood crew", I mean, everybody knew Westwood after they created C&C 95. That made Red Alert more exciting.

Subject: Re: C&C opinion

Posted by [Hav0c](#) on Tue, 28 Jun 2005 07:15:09 GMT

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Tiberian Sun was my personal favourite as it was the first C&C i purchased, even though i went back and tried RA1&2 and the original C&C, Tiberian Sun remains my favourite.

Subject: Re: C&C opinion

Posted by [JPNOD](#) on Tue, 28 Jun 2005 07:36:32 GMT

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1. Renegade
2. Tiberian Sun
3. the rest of the cnc.

Generals. (if you call it a cnc)

Subject: Re: C&C opinion
Posted by [DarkDemin](#) on Tue, 28 Jun 2005 08:52:36 GMT
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calling generals CnC is just fucking sacralidge

Subject: Re: C&C opinion

Posted by [Walrus](#) on Tue, 28 Jun 2005 10:00:42 GMT

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The first one was redalert on the pc. It was the first pc game I had ever played and the first rts - I think. I loved the story, it wasn't the same happy formulaic bullshit that got rammed in to every game of that time.

I liked the why it played and so I spent many a long hour late at night at 3 or 4 in the morning finishing, what counted as a day back then, playing this odd game.

I still play it every now and again.

Subject: Re: C&C opinion

Posted by [Renardin6](#) on Tue, 28 Jun 2005 11:02:38 GMT

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"There is God, There is Kane and then: There is Seth."

That's the best c&c for me. It started all and the history was so great. (Tiberian Dawn)

Subject: Re: C&C opinion

Posted by [PiMuRho](#) on Tue, 28 Jun 2005 11:23:45 GMT

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"I'm Seth. Just Seth. From God, to Kane, to Seth."

Subject: Re: C&C opinion

Posted by [Goztow](#) on Tue, 28 Jun 2005 11:49:57 GMT

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Red Alert 1. Was my first CnC (though I bought all others afterwards) and it was great. I played that game for days and days and really did everything with it that could be done, I think...

All CnC were great! (generals is NOT CnC u @xx\$\$^@)

Subject: Re: C&C opinion

Posted by [Naamloos](#) on Tue, 28 Jun 2005 12:09:37 GMT

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I like tiberium dawn the most, after that tiberium sun and fire storm.

I never really did like red alert 1 or 2, the gameplay was all too "fast" IMO.

Subject: Re: C&C opinion

Posted by [Demolition man](#) on Tue, 28 Jun 2005 12:35:43 GMT

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TD will always stay my fav.

Subject: Re: C&C opinion

Posted by [Sir Phoenixx](#) on Tue, 28 Jun 2005 12:55:11 GMT

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Tiberian Sun, and Tiberian Dawn.

Subject: Re: C&C opinion

Posted by [Jecht](#) on Tue, 28 Jun 2005 13:25:05 GMT

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Dawn, most definitely. Then Sun. I like the CnC Dawn series itself more than the Red Alert Series.

Subject: Re: C&C opinion

Posted by [Oblivion165](#) on Tue, 28 Jun 2005 14:36:32 GMT

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I never really enjoyed sun. Every five danm second theres a super weapon launch. Just as you replace the building, they destroy it.

Renegade is my favorite now, but Red Alert (sometimes with + retaliation) was so great to me. I would goto school and draw out base formations etc. Unlike renegade the bots actually did offensive.

Subject: Re: C&C opinion

Posted by [bigjoe14](#) on Tue, 28 Jun 2005 14:36:53 GMT

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I enjoy the Tiberian series the most.

Subject: Re: C&C opinion
Posted by [TheGunrun](#) on Tue, 28 Jun 2005 14:47:40 GMT
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red alert 2/yuri's revenge & generals/zerohour (screwyall i loved generals)

Subject: Re: C&C opinion
Posted by [Oblivion165](#) on Tue, 28 Jun 2005 14:51:15 GMT
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+B !adsl-581.598.124.81.sip.ard.bellsouth.net TheGunRun

Subject: Re: C&C opinion
Posted by [bigwig992](#) on Tue, 28 Jun 2005 15:19:03 GMT
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First played Red Alert on playstation. Was a borrowed game from a brothers friend. I loved creating huge barbed wire fields with flame throwers and watching the allied infantry run through them. I think that's my first memory of a C&C. Red Alert Retalation is the best.

Subject: Re: C&C opinion
Posted by [terminator 101](#) on Wed, 29 Jun 2005 01:57:43 GMT
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C&C Tiberian dawn was my first C&C. It was great game, I played it over and over and I could not stop. I found it to be very fun, even when I had to exploit the AI so that I would win more easily, because I was not good (and old) enough to be good at it. After some years I realized that the wall exploit(you could build walls and AI would not destroy them) made game too easy(it was very easy already). But I still loved the game.

RA1 was much better and harder. When I played it for PSX, it was VERY hard, because it was not possible to save during missions. RA1 was also the only game that I ever played using the link cable (cable that allowed to connect 2 PSX together). I liked the game, and I still do, even if it has many bugs/exploits(infantry was almost useless) and some almost useless units (thief, spy, mine layer). I sometimes think the game was a bit unbalanced

Tiberian Sun was not as good game. Maybe because I did not know that the game speed was very slow by default, and in order to make it more fun, I had to increase speed. After I did that, the game was more fun than ever, and I loved the great animations between the missions.

Red Alert 2 was fun from the start, even when the single player missions were way too easy.

Renegade was THE most fun of all and I played it at least 1 hour every day for almost 2 years. I just could not stop. The game would till be fun, but the lag kept increasing and increasing until it

was no longer fun to play. Then, when I fixed it(improved my FPS(Frames Per Second)), renegead came and my average FPS dropped again, but This time I was unable to fix it, so after while, I quit renegead for long time.

C&C Generals was quite good game, but it ran VERY slow on my computer(while on my friends computer, the game was so fast that it was hard to play), so I could not enjoy it. Too bad it was so unbalanced.

Subject: Re: C&C opinion
Posted by [sterps](#) on Wed, 29 Jun 2005 03:16:57 GMT
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Definantly Renegade, followed by the rest of the c&c's

Subject: Re: C&C opinion
Posted by [Lijitsu](#) on Wed, 29 Jun 2005 06:20:37 GMT
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Terminator 101 wrote on Tue, 28 June 2005 21:57some almost useless units (thief, spy, mine layer).
Thief steals money from Silos and Refineries. Spy, yes, useless sometimes. Tells you what they are building in that structure, Example: Spy + Weapons Factory = Current Vehicle Production Info = Better Counteroffensive Capabilities. Mine Layer is good for small maps, or big maps with small areas to reach bases at. Ive killed a good 200 units with the AI/AT Mines. MY favorite is Renegade, but my first, i believe, was Red Alert + Aftermath. It could have been Tiberian Sun + Firestorm, i dont remember.

Subject: Re: C&C opinion
Posted by [terminator 101](#) on Wed, 29 Jun 2005 13:58:15 GMT
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Quote:Terminator 101 wrote on Tue, 28 June 2005 21:57some almost useless units (thief, spy, mine layer).
Thief steals money from Silos and Refineries.
Yes but it is usually not worth the effort, especially against AI players(who almost never have anything in their Silos).
Quote:Mine Layer is good for small maps, or big maps with small areas to reach bases at. Ive killed a good 200 units with the AI/AT Mines.

Yes but it takes lots of micro management. Since RA1 is fast game, and deployment of mine fields takes too long, it is again not worth the effort.

Subject: Re: C&C opinion

Posted by [Nukelt15](#) on Wed, 29 Jun 2005 20:43:33 GMT

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Quote:Yes but it is usually not worth the effort, especially against AI players(who almost never have anything in their Silos).

Not in their silos...try observing their base and sending in spies to their refineries right after the harvesters deliver. Even an AI can't blow through all its newfound cash instantly.

My first C&C was the N64 version of TD. I loved the extra missions that came with it...but alas, I forgot how to work the controls and haven't bothered ever since I got the PC version and Covert Ops. TD is still one of my favorite RTS games.

RA2 was fun for a while and I still have the occasional match with my friends around town, but I gave up online play long ago. RA2's biggest problem was that it had too many powerful units and not enough lesser ones. Neither side, for example, had a basic vehicle like the Hummers, Wolverines, and Buggies of previous titles; every vehicle could be base-crushingly, vehicle-stompingly, infantry-squishingly powerful or had some special ability that negated its disadvantages. The game ended up only being fun at its hardest difficulty setting.

Actually, RTS games in general have begun to lose my interest, at least for online play. Not enough variation in tactics, or a few tactics are too powerful to be easily beaten by any other tactic, or it is too easy to just bulldoze the opposition with an early rush. The main reason I only play in private games against my friends is that we do such amusingly creative things to each other that would likely never work against an expert player.

Still, C&C got me into gaming. I dabbled around with my NES and N64 before that, but I wasn't really obsessed with games until C&C got hold of me. I'm still pissed off at EA for deep-sixing the series as we knew it. Generals is not worthy of its brand name.

Subject: Re: C&C opinion

Posted by [WNxCABAL](#) on Wed, 29 Jun 2005 23:18:16 GMT

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Command & Conquer was my 2nd to first game I ever got when I got a Playstation.

Sometimes after school, I used to go to a friends house, just to play the sega saturn version with him.

Aghhh the good old days!

Subject: Re: C&C opinion

Posted by [cowmisfit](#) on Thu, 30 Jun 2005 01:46:03 GMT

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Tib Dawn - I know it sounds dumb, but the game changed a lot in my life. It changed my wants in life completely away from the usual stuff you dream about at 6 and 7 years old, but to Video Game Designing, Coding, Making my own websites, all of this was new to me, I didn't even have a computer of my own yet, I went to my grandma's house on the weekends whenever I could to play that game. God I had so much fun just sitting around with my friends when we were young bucks seeing how big of an army we could make. **OMG LOOK I MADE 10 BILLION AIRPLANES LETS GO SEE IF WE CAN FINALLY BEAT THAT ONE WAR FACTORY** If it wasn't for Tiberian Dawn who knows how different the classes and such I take at school and my life in general would be.

Tib Sun - If Tib Dawn didn't change my life for sure, Tib Sun sealed the deal. I still didn't have a computer at its release and I only got to play maybe 2 hours in the morning 2 hours at night when grandparents were home, and I still kicked an unbelievable ass at it, I was number 11 in the world and 7 in the US. I was also in the clan [B#E] Beaver Eaters, if any of you played it for any length of time, you know who they were

/me remembers the good ol days

Subject: Re: C&C opinion
Posted by [cowmisfit](#) on Thu, 30 Jun 2005 01:53:38 GMT
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Oblivion165 wrote on Tue, 28 June 2005 09:36: I never really enjoyed sun. Every five damn seconds there's a super weapon launch. Just as you replace the building, they destroy it.

Renegade is my favorite now, but Red Alert (sometimes with + retaliation) was so great to me. I would go to school and draw out base formations etc. Unlike Renegade the bots actually did offensive.

Hahah that's what always made me love Tib Dawn, yea your base got fucked up, but for some reason I still had fun no matter if I won or lost, it was different back then I can tell ya that much. The funnest thing about that game though IMO was clanning or just pubbing but being on teams. Building super bases on that map that went

was awesome, me and my one friend used to make plans everyday on the bus, I used to lay in bed at night and have dreams and draw plans of how my bases would look and what kind / how many units I would have were, what I would do if I was attacked at every angle. God I was great at that game lol. Addicted too

Just thinking back on it, back then I could just sit there and build one huge base by myself for like 4 hours straight and have just as much fun at the end as i did at the beginning, now I'd be board stiff by 10 minutes I bet, the simple things man

Does anyone else remember the names / locations I can download the "great" maps as i call em. The ones everyone always played, damn 't i used to have probably 500 - 600 + TS Maps on my computer, but then my 3 gig hdd crashed I want the one that went up and down up and down rows, and hten the one that met in the middle and the one with 2 horizontal lines to enter bases and a block of tiberian in the center.

Subject: Re: C&C opinion
Posted by [icedog90](#) on Thu, 30 Jun 2005 02:16:16 GMT
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lol, I'm a massive Red Alert 1 and C&C 95 veteran. Both of them are my favorite... I played them online all the time when I was 9 years old.

Subject: C&C opinion
Posted by [Obelisk](#) on Thu, 30 Jun 2005 02:53:23 GMT
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I was obsessed with the Original C&C for N64 because it was so much better because of the 3d graphics they put into it. And the missions were the best for the Original C&C.

Then Tiberian sun.

Subject: Re: C&C opinion
Posted by [terminator 101](#) on Thu, 30 Jun 2005 21:43:37 GMT
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For some reason, I think that C&C for N64 had better graphics than RA1 for PSX. I have not played the C&C on N64, but when I looked on the box cover, the grapihcs looked better;)

Subject: Re: C&C opinion
Posted by [Obelisk](#) on Thu, 30 Jun 2005 23:27:04 GMT
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I'm pretty sure that C&C for n64 was the only C&C for a console that ever had 3d Graphics.

Subject: Re: C&C opinion
Posted by [Oblivion165](#) on Thu, 30 Jun 2005 23:39:33 GMT
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I didnt buy the game, but the PC version is all tilebased. If its a port, its tilebased too, Not 3d.

Subject: Re: C&C opinion
Posted by [PiMuRho](#) on Fri, 01 Jul 2005 06:42:03 GMT
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The N64 version had 3D units and buildings. Not sure about the terrain, though.

Subject: Re: C&C opinion
Posted by [WNxCABAL](#) on Fri, 01 Jul 2005 23:00:08 GMT
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Here's some SS's of the N64 version...

Subject: Re: C&C opinion
Posted by [Walrus](#) on Fri, 01 Jul 2005 23:18:54 GMT
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I have that game. I just can't play it any more. All my damed N64 pads broke.

Subject: Re: C&C opinion
Posted by [idebo](#) on Sat, 02 Jul 2005 08:41:09 GMT
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I still have it and I still can play it. The only bad thing about it, is that you have to use a controller. It's so freakin' annoying.

Subject: Re: C&C opinion

Posted by [Demolition man](#) on Sat, 02 Jul 2005 11:06:27 GMT

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the weapons factory is made from lego?
