
Subject: westwood.com
Posted by [Belski](#) on Sat, 03 Sep 2005 19:22:55 GMT
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why would ea of changed it...?

Subject: Re: westwood.com
Posted by [Nightma12](#) on Sat, 03 Sep 2005 19:48:24 GMT
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they had nothing better to do?

Subject: Re: westwood.com
Posted by [deerwalk](#) on Sat, 03 Sep 2005 19:56:04 GMT
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holy living fuck...

Subject: Re: westwood.com
Posted by [greb](#) on Sat, 03 Sep 2005 20:15:19 GMT
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Idiots, their flaunting the worst game of the C&C Series...

Subject: Re: westwood.com
Posted by [danpaul88](#) on Sat, 03 Sep 2005 21:15:45 GMT
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greb wrote on Sat, 03 September 2005 21:15Idiots, their flaunting the worst game of the C&C Series...

Its not part of the C&C Series, its an EA game that they stuck the C&C brand on to trick people into buying

Subject: Re: westwood.com
Posted by [Dave Anderson](#) on Sat, 03 Sep 2005 23:08:24 GMT
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Indeed...

Subject: Re: westwood.com
Posted by [Chronojam](#) on Sat, 03 Sep 2005 23:22:01 GMT
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I am insulted.

Subject: Re: westwood.com
Posted by [Aprime](#) on Sat, 03 Sep 2005 23:24:39 GMT
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HAPPY 10TH ANNIVERSARY LOL WELCOME TO THE LAND OF INNOVATION

I hate their recent PR moves.

Subject: Re: westwood.com
Posted by [Dave Anderson](#) on Sat, 03 Sep 2005 23:39:13 GMT
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Quote:I am insulted.

You know what? Me to. Fight the power!!!

Subject: Re: westwood.com
Posted by [Lijitsu](#) on Sat, 03 Sep 2005 23:41:23 GMT
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deadfive wrote on Sat, 03 September 2005 19:39Quote:I am insulted.

You know what? Me to. Fight the power!!!

What power? EA has no power. EA has no customer service, therefore EA has no power.

Subject: Re: westwood.com
Posted by [Naamloos](#) on Sat, 03 Sep 2005 23:42:01 GMT
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EA's gift to the C&C community for being around 10 years...

Subject: Re: westwood.com
Posted by [Dave Anderson](#) on Sat, 03 Sep 2005 23:44:45 GMT
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Quote:What power? EA has no power. EA has no customer service, therefore EA has no power.

My god do you have no sense of humor? It was a joke. Sheesh.

Subject: Re: westwood.com
Posted by [Aprime](#) on Sat, 03 Sep 2005 23:49:20 GMT
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<http://www.redalert3.com/>

sigh

Subject: Re: westwood.com
Posted by [bandie63](#) on Sun, 04 Sep 2005 00:04:09 GMT
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Comrade wrote on Sat, 03 September 2005 19:49<http://www.redalert3.com/>

sigh

lol

What the fuck is wrong with those people? And to think I wanted to work for them a few years back....

Subject: Re: westwood.com
Posted by [Lijitsu](#) on Sun, 04 Sep 2005 01:29:56 GMT
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deadfive wrote on Sat, 03 September 2005 19:44Quote:What power? EA has no power. EA has no customer service, therefore EA has no power.

My god do you have no sense of humor? It was a joke. Sheesh.
Do you pay attention to sarcasm? Do i have to put [/sarcasm] at the end of my posts for you to understand them?

Subject: Re: westwood.com

Posted by [Dave Anderson](#) on Sun, 04 Sep 2005 01:33:21 GMT

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Your post wasn't sarcastic at all.

Subject: Re: westwood.com

Posted by [Lijitsu](#) on Sun, 04 Sep 2005 01:53:43 GMT

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My post made no sense. EA has power, but no customer service. I was sarcastic about EA having no power, but not about the customer service. Apparently i do have to put the end sarcasm thing at the end of my posts so you can understand them.

[/Post] Does that help, Deadfive?

Subject: Re: westwood.com

Posted by [Dave Anderson](#) on Sun, 04 Sep 2005 02:02:24 GMT

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Now your being just dumb.

Subject: Re: westwood.com

Posted by [Kanezor](#) on Sun, 04 Sep 2005 02:39:00 GMT

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Comrade wrote on Sat, 03 September 2005 18:49<http://www.redalert3.com/>

<http://www.tiberiantwilight.com/>

Comrade wrote on Sat, 03 September 2005 18:49*sigh*

TT > RA3

Subject: Re: westwood.com

Posted by [Chronojam](#) on Sun, 04 Sep 2005 03:17:24 GMT

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Why did they dig up the grave though?

Subject: Re: westwood.com

Posted by [Belski](#) on Sun, 04 Sep 2005 06:41:49 GMT

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because they are friggin morons, they take away support, then they WOL chat(for those that play other WW games)...now they taunt us by associating the worst game of the cnc series with WW, and power? well...i do believe they have power, they had the power to buy out WW because they were scared they would break of and were becoming to big of a threat to the big company EA, they had the power to take away support, heh they got the power to take away wol to...about once a year they send an employee to check up on wol (i believe his name is richard?)...but never the old ones (some of them have more players than ren almost) the last time they sent anybody to fix wol in RA2 was a year and a half ago to fix the clans...

packs his bags to XWIS

Subject: Re: westwood.com

Posted by [deerwalk](#) on Sun, 04 Sep 2005 06:46:57 GMT

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Red alert yuris is the best cnc game other then renegade i think.

Subject: Re: westwood.com

Posted by [Belski](#) on Sun, 04 Sep 2005 06:51:48 GMT

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no,
for

1. iR4p3uNow terrorize it and so did cyberprick (but i think he left and headed towards renegade, if you think renegade has it bad with this mother !@#%& try picturing YR with him) and also terrordead is there to ruin things (cant forget about him)
2. bots FILL the lobby spamming cheat sites..
3. MORE than 1\3 of the players cheat in YR
4. R4p3Un0w scripts kick EVERYONE in wol off...
5. its not balanced AT ALL, ea helped make the game and added the fucking mindcontrol to the game, WW didnt make all of it, EA had to pitch in
6. EA doesnt even look back at it now,

other than that (disregarding all that stuff) i say it is not bad to play on al together(with friends who DONT cheat)...but ra2 (EA didnt help at all) is much better

i shudder to think what RA3 is gonna look like now that all the WW employees are leaving for blizzard and petroglyph now...

Subject: Re: westwood.com
Posted by [Lijitsu](#) on Sun, 04 Sep 2005 07:33:07 GMT
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deerwalk wrote on Sun, 04 September 2005 02:46Red alert yuris is the best cnc game other then renegade i think.
No. Tiberian Sun was much better than RA2: YR. The way i figure it, RA2 and its expansion are reletively low on the list, since EA had control of Westwood when they were made.

Subject: Re: westwood.com
Posted by [Belski](#) on Sun, 04 Sep 2005 07:39:23 GMT
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ra2 had more sales..?
ra2 has more players...?
last time i played TS, 0 players were there...
last time i played YR, around 75 players, not counting in game ones

TS=dead

Subject: Re: westwood.com
Posted by [Lijitsu](#) on Sun, 04 Sep 2005 08:05:31 GMT
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Belski wrote on Sun, 04 September 2005 03:39ra2 had more sales..?
ra2 has more players...?
last time i played TS, 0 players were there...
last time i played YR, around 75 players, not counting in game ones

TS=dead

Whopty fuggin doo. Who was talking about players, i was talking about how fun it was. I havent played TS online in over four years, and ive never played YR online. You know where i got my Renegade name from? Its my old TS name. Its 6 years old. The Westwood databases kept it.

Subject: Re: westwood.com
Posted by [Weirdo](#) on Sun, 04 Sep 2005 09:48:16 GMT
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It's kind of sad. They have some developers of Generals on there web site telling what they

remember of 10 years C&C and I think none of them, have actually been working on C&C for 10 years.

Subject: Re: westwood.com
Posted by [m1a1_abrams](#) on Sun, 04 Sep 2005 14:42:47 GMT
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Weird that they have RA2 Apocalypse Tanks on that Generals cover...

Subject: Re: westwood.com
Posted by [Belski](#) on Sun, 04 Sep 2005 15:54:20 GMT
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i been playin since ts to buddy...i play yr the most, TS in my opinion was NOT the best...

oh and i think thats an "emperor overlord" a 2 bit copy of the apoc

Subject: Re: westwood.com
Posted by [Kanezor](#) on Sun, 04 Sep 2005 18:23:59 GMT
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There's only a few things that I liked RA2 over TS.

RA2 definitely has a better interface. The build menu is always in order (that is, if you build a war factory, a repair pad, and tech center... then the repair pad is destroyed then rebuilt, the units that the repair pad allowed are not placed at the end of the list. Also, there are four build lists. Infantry and vehicles are separated, as well as base defenses and construction/tech buildings. It results in a much cleaner (meaning easier and faster to use) build interface.

Tiberian Sun's vehicles' speeds are very sporadic. You go up a hill and the speed drops to half. They get to the top and they speed up for two cells, then turn and go to a shit speed again. They finish turning and speed up for three cells... then end up rolling over a different type of terrain and their speed goes to the shithole again. RA2's vehicles' speeds are much more consistent. While it's a good idea that vehicles get slowed down due to terrain and elevation changes, TS seems to have the slowdowns overexaggerated in my opinion.

Other than that, Tiberian Sun's graphics look much better (as in, much less cartoony). Tiberian Sun also has a much better plotline in my opinion.

Subject: Re: westwood.com

Posted by [deerwalk](#) on Sun, 04 Sep 2005 18:39:03 GMT

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Red alert is still more fun in my opinon

Subject: Re: westwood.com

Posted by [m1a1_abrams](#) on Sun, 04 Sep 2005 19:08:27 GMT

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No it's definitely the Apocalypse model from the cutscene Eric Gooch rendered. You can see it on his website.

<http://www.cybergooch.com/pages/apoctank.htm>

Subject: Re: westwood.com

Posted by [Lijitsu](#) on Mon, 05 Sep 2005 01:14:44 GMT

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Its supposed to be the China's Overlord tank, that can be upgraded to either have a Gattling Cannon, a Battle Bunker, or a Subliminal Message Speaker. The Bunker is for garrisoning troops(Best used with Tank Hunters), the Gattling Cannon is AA, and the Speaker increases healing rate, and attack speed.

Yes, i played Generals.

Subject: Re: westwood.com

Posted by [Belski](#) on Mon, 05 Sep 2005 01:50:56 GMT

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i play generals to, but if you do look at it...it does look like an apoc, i never noticed it though, i usually make rhinos instead of apocs..

Subject: Re: westwood.com

Posted by [sterps](#) on Mon, 05 Sep 2005 03:08:49 GMT

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My God this is an outrage!!!!

Btw Wchat for C&C95 and Redalert is still up and running.

Subject: Re: westwood.com

Posted by [Belski](#) on Mon, 05 Sep 2005 04:13:53 GMT

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holy hell...thats BS not giving chat for ra2 and giving it to a game that 0 peeps play now, lol kindov funny actually

Subject: Re: westwood.com

Posted by [tooncy](#) on Mon, 05 Sep 2005 04:28:17 GMT

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Turn XWIS off before you make judgements. I played TS two months ago and there were about 30 people online.

Subject: Re: westwood.com

Posted by [Belski](#) on Mon, 05 Sep 2005 04:36:21 GMT

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what do you mean by that..? i only use wol for renegade now...
i only use xwis for yr,ra2,or ts

plus strike-team hosts community matches in TS...so i was basing on average...there is no way 30 peeps on a game that old every day...

Subject: Re: westwood.com

Posted by [exnyte](#) on Mon, 05 Sep 2005 05:41:50 GMT

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The real question is for those who are bickering is ... Who cares?

All of you have your OWN OPINIONS... That's all that they are... OPINIONS. No one is going to be right or wrong, and in the end you'll all end up looking stupid... So stop.

Subject: Re: westwood.com

Posted by [icedog90](#) on Mon, 05 Sep 2005 05:52:08 GMT

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^^ Listen to him.

Well, the first Command & Conquer game I played was the original Command & Conquer. Then Red Alert, then Tiberian Sun, then Red Alert 2, then Renegade, and then Generals.

Hell, I've played them all and I have them all, except I have never played Sole Survivor and I

definitely do not have it.

Subject: Re: westwood.com

Posted by [Kanezor](#) on Mon, 05 Sep 2005 07:00:44 GMT

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Sole Survivor was fun.

I wish I had Sole Survivor. I've only played it at my uncle's about 5 years ago for three to four hours.
