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Subject: Your opinions on C&C First Decade

Posted by [terminator 101](#) on Fri, 10 Feb 2006 14:26:20 GMT

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I have not bought first decade yet, but from what I heard, it is probably not worth it.

Here are some opinions from people from EA Command & Conquer forums:

Quote:older games don't work online or on lan? EA had ample of time to address this. Wow, just wow.

Quote:CNC GOLD and RA 1 in first decade do not work online or LAN Play. Once XP Came out and everyone switched over it killed CNC GOLD they never made a patch or rewrote the protcols.

Quote:It just seems like they don't want people playing the old games online they just want to buy and play the new ones...

Quote:...That's exactly what they want. And that's exactly why I hate them. They don't care about the fans, they just care about the money.

Quote:Just EA doing business. Exploiting an unaware society by making games with minimal upgrades while charging at a premium price to gain maximum profit.

Quote:THIS IS NOT AN UPGRADE. THIS IS A DOWNGRADE. EA expect people to be buying 'UPDATED' versions of these games so that it runs 'FLAWLESSLY' on modern operating systems when the bulk of the two most popular games has been RIPPED OUT?!?

Quote:IF THIS IS NOT ADDRESSED IN A PATCH, I will never buy another EA product again.

I know most of this is old news, but I felt like creating topic about it anyway.

P.S: NFS Most Wanted is the last game that I bought from EA games, and it will remain last.

THE END

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Subject: Re: Your opinions on C&C First Decade

Posted by [idebo](#) on Fri, 10 Feb 2006 14:35:31 GMT

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Yeah, I'm starting to have second thoughts of TFD too. I think I'll just stick to the original CD's which my dad has.

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Subject: Re: Your opinions on C&C First Decade

Posted by [Dr. Lithius](#) on Fri, 10 Feb 2006 15:12:19 GMT

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All I need is Counterstrike to complete my collection... Now, if I didn't have those No-CD patches(shut up), I might get this just so I could play the single player crap without destroying my collection... I never played online Command & Conquer... If it's anything like Skirmish Mode or WarCraft III, I'd get brutally raped anyway!

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Subject: Re: Your opinions on C&C First Decade  
Posted by [Ma1kel](#) on Fri, 10 Feb 2006 15:36:17 GMT

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<http://www.forumplanet.com/planetcnc/topic.asp?fid=1911&tid=1842636&p=1>

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Subject: Re: Your opinions on C&C First Decade  
Posted by [JeepRubi](#) on Fri, 10 Feb 2006 16:44:37 GMT

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If possible, could someone post the extra videos included in the first decade?

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Subject: Re: Your opinions on C&C First Decade  
Posted by [Ma1kel](#) on Fri, 10 Feb 2006 17:53:46 GMT

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[http://media.pc.ign.com/media/780/780746/vids\\_1.html](http://media.pc.ign.com/media/780/780746/vids_1.html)

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Subject: Re: Your opinions on C&C First Decade  
Posted by [JRPereira](#) on Fri, 10 Feb 2006 18:25:58 GMT

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Wow, that's terrible. I guess I'll hold back on buying the two copies I was going to buy.

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Subject: Re: Your opinions on C&C First Decade  
Posted by [Demolition man](#) on Fri, 10 Feb 2006 18:28:41 GMT

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good that it releases here the 16th so i am waiting with buying it now... first want to know what EA will do about it.

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Subject: Re: Your opinions on C&C First Decade  
Posted by [Chronojam](#) on Fri, 10 Feb 2006 19:16:41 GMT

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Well, spread the word to anybody who is thinking about buying this.

We all know EA's prime target is original owners of the games. Let your friends know about this shit.

Some people might still need one or two games to complete their collection, but it'd be far cheaper

to buy those separately and download the fan content that's freely available then to buy this hunk of junk.

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Subject: First decade sucks?

Posted by [gufu](#) on Fri, 10 Feb 2006 19:55:45 GMT

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Well? It seems to much was left... again!

FUCK EA

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Subject: Re: Your opinions on C&C First Decade

Posted by [hunteroo2](#) on Fri, 10 Feb 2006 21:19:32 GMT

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i think ill pass on it...

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Subject: Re: Your opinions on C&C First Decade

Posted by [icedog90](#) on Fri, 10 Feb 2006 22:16:15 GMT

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Dr. Lithius wrote on Fri, 10 February 2006 07:12All I need is Counterstrike to complete my collection...

Same.

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Subject: Re: Your opinions on C&C First Decade

Posted by [Jecht](#) on Fri, 10 Feb 2006 22:23:23 GMT

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Truthfully, I don't hate it. I can play the original C&C again.

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Subject: Re: Your opinions on C&C First Decade

Posted by [Kamuix](#) on Fri, 10 Feb 2006 22:45:40 GMT

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gbull wrote on Fri, 10 February 2006 17:23Truthfully, I don't hate it. I can play the original C&C again.

Yes thats one of the most common reasons i buy game packages. Like when I bought WorldWide Warfare(long ago). It seems i still have a Classic C&C Nod CD though. Its scratched to hell but it

works

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Subject: Re: Your opinions on C&C First Decade  
Posted by [YSLMuffins](#) on Sat, 11 Feb 2006 01:32:59 GMT  
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This is just fucking crap.

File Attachments

1) [frown.gif](#), downloaded 844 times  


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Subject: Re: Your opinions on C&C First Decade  
Posted by [icedog90](#) on Sat, 11 Feb 2006 01:40:22 GMT  
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YSLMuffins wrote on Fri, 10 February 2006 17:32This is just fucking crap.

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Subject: Re: Your opinions on C&C First Decade  
Posted by [csskiller](#) on Sat, 11 Feb 2006 01:42:12 GMT  
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Man, I was actually interested in getting this when I got a few bucks in my pocket, as I haven't played any other C&C game besides Renegade.

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Subject: Re: Your opinions on C&C First Decade  
Posted by [icedog90](#) on Sat, 11 Feb 2006 01:44:47 GMT  
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You can still get it if you only have Renegade and wish to have the rest. Nobody is forcing you to not buy it.

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Subject: Re: Your opinions on C&C First Decade  
Posted by [csskiller](#) on Sat, 11 Feb 2006 01:46:26 GMT  
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Yeah, but the bad vibe this game is getting is worrying me a little bit.

[Edit] Quote:Nobody is forcing you to not buy it.

I know but It's sounds like the experience of playing these games has been demolished by EA.

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**Subject: Re: Your opinions on C&C First Decade**

Posted by [icedog90](#) on Sat, 11 Feb 2006 01:48:14 GMT

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I doubt you can really obtain a copy of all of the other old C&C games unless you went on some massive hunt. It'd be worth it that way.

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**Subject: Re: Your opinions on C&C First Decade**

Posted by [Aprime](#) on Sat, 11 Feb 2006 01:58:20 GMT

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\*cough\* Amazon.com/ebay.com

I was going to buy it (as it's on sale ), but I changed my mind. :\

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**Subject: Re: Your opinions on C&C First Decade**

Posted by [icedog90](#) on Sat, 11 Feb 2006 02:03:15 GMT

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Like I said, it wouldn't be worth the hassle.

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**Subject: Re: Your opinions on C&C First Decade**

Posted by [DreamWraith](#) on Sat, 11 Feb 2006 02:20:49 GMT

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well so far, the major problems seem to have workarounds. the only real failing in my opinion is the lack of a patch to address lan play.

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**Subject: Re: Your opinions on C&C First Decade**

Posted by [Renx](#) on Sat, 11 Feb 2006 02:44:21 GMT

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I found it a little odd they there's almost no mention of anything to do with Renegade anywhere.

On the bonus DVD where they talk about all of the games, each game gets about 5-10 minutes if not more. Renegade gets about 30s, it shows a few clips from an older version(old models, etc),

and that's it.

In the manual each game has 6 or more pages detailing the controls and each unit/structure. Renegade gets 2 pages(both sides of one page really) telling you only the controls, then it moves onto the next game.

I'm not terribly disappointed by this or anything, it just seemed really weird to me...

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**Subject:** Re: Your opinions on C&C First Decade  
**Posted by** [icedog90](#) **on** Sat, 11 Feb 2006 08:15:51 GMT  
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They think Renegade was a failure, that's probably why.

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**Subject:** Re: Your opinions on C&C First Decade  
**Posted by** [terminator 101](#) **on** Sat, 11 Feb 2006 19:16:10 GMT  
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Yes Renegade is a failure because

- Many people still play the demo, and it is one of the longest lasted demo on GSA(not sure about WOL)
- Lots of people play it every day
- It is very unique game
- ...

If this is what EA calls failure then MoHAA and BF should be disasters...

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**Subject:** Re: Your opinions on C&C First Decade  
**Posted by** [SCOTT9](#) **on** Sun, 12 Feb 2006 00:27:25 GMT  
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all i need is c&c the original sole survivor and ra1 i have ren RA2 ts generals

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**Subject:** Re: Your opinions on C&C First Decade  
**Posted by** [C4miner](#) **on** Mon, 13 Feb 2006 04:41:18 GMT  
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Terminator 101 wrote on Sat, 11 February 2006 14:16Yes Renegade is a failure because

- Many people still play the demo, and it is one of the longest lasted demo on GSA(not sure about WOL)
- Lots of people play it every day
- It is very unique game

- ...

If this is what EA calls failure then MoHAA and BF should be disasters...  
Renegade is a failure because they didn't make much money off of it.

The single player campaign is a piece of crap, too.

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**Subject: Re: Your opinions on C&C First Decade**  
Posted by [Kanezor](#) on Mon, 13 Feb 2006 04:53:24 GMT

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Terminator 101 wrote on Sat, 11 February 2006 13:16Yes Renegade is a failure because

- Many people still play the demo, and it is one of the longest lasted demo on GSA(not sure about WOL)
- Lots of people play it every day
- It is very unique game
- ...

If this is what EA calls failure then MoHAA and BF should be disasters...

MoHAA and BF aren't that much of unique games, in my opinion though... which to EA, would very much make them NOT failures!

As for the single-player campaign... I rather liked it, except for the part where you don't get to play as Nod! And except for the part where it uses a lot of lame crap for most of the campaign. And the part where the graphics did rather suck, even for the age that the game came out. And that you were nearly always on foot... rarely did you get to do anything in a vehicle for very long... and, omg the single player campaign DID suck, didn't it?!

By the way, the Renegade demo \*only\* works for GSA.

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**Subject: Re: Your opinions on C&C First Decade**  
Posted by [terminator 101](#) on Mon, 13 Feb 2006 06:26:02 GMT

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Quote:MoHAA and BF aren't that much of unique games, in my opinion though... which to EA, would very much make them NOT failures!

Actually I never played MoHAA or BF but from the number of people that play those games, they seem quite popular and probably good games (well, I actually played BF1 on my older slow computer, but the graphics were only black and white for some reason, and as for MoHAA, I played it for about 10 minutes(the demo that is on the Renegade CD) but I did not like it very much because it was hard to see enemies from very far(at least I think it was that way, because I played the demo long time ago))

Quote:omg the single player campaign DID suck, didn't it?!

Yes it did/does. I am beginner programmer (on college first year, second semester with (very)

basic knowledge of Java) and with some(or probably lot) practice with the level editor, maybe I could do a singleplayer campaign that would be more fun. (or maybe not)

Quote:By the way, the Renegade demo \*only\* works for GSA.

How is that possible? That does not make any sense at all! Why would Westwood leave Renegade demo out of WOL? That is like if Microsoft Created Demo of Halo 3 that would only be playable on Xbox 1(well you get the point).

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**Subject: Re: Your opinions on C&C First Decade**

Posted by [Goztow](#) on Mon, 13 Feb 2006 07:39:20 GMT

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I kind of liked the single player but never played it since I discovered multi player . The only nasty thing was the boat: I got stuck at the point where I needed to go down that little elevator. I wondered around in that boat for hours...

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**Subject: Re: Your opinions on C&C First Decade**

Posted by [JeepRubi](#) on Mon, 13 Feb 2006 13:28:44 GMT

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I liked the single player. The detail was 10x better than any multiplayer map.

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**Subject: Re: Your opinions on C&C First Decade**

Posted by [bisen11](#) on Mon, 13 Feb 2006 17:24:22 GMT

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I htought single player was kinda fun. A little short though. And the Multiplayer is a lot more fun.

Then there's all those crazy drops....

lol

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**Subject: Re: Your opinions on C&C First Decade**

Posted by [EA-DamageEverything](#) on Sun, 19 Feb 2006 03:03:21 GMT

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The idea to make a collection like TFD was good. But something is going wrong in the manual: All games are explained well, -except Renegade (only some keyboard settings). The next crap is on the BonusDVD section. Like before I get the feeling they hate Renegade. Its clip is one of the

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shortest and in addition it dont show up the FINAL RELEASE GRAPHICS! The Renegade clip is a mix of some various beta- and pre-reease Westwood clips. Really cheap work @EA. Better mix some clips from the released game together in one clip. I've never seen a big metal fence around the Obi in M05.mix...

C&C 3 and some more C&C Content will be released for sure like Louis Castle said in the interview (Comment= "We have enough to tell about C&C...")? I definately dont believe it yet. They cancelled Renegade 2, C&C Generals was being cut to Generäle in Germany... most of the old WW Team are at Petroglyph now. So who do they have around them for making a new C&C based on the original C&C gameplay style?

BTW, back to the BonusDVD. I'm watching the community part now and must add, the fan videos are still coming with a stupid audio comment the whole time instead of running alone to watch them in Original like we would in case of downloading them from the Internet.

Conclusion=

- less than ever about Renegade on TFD
- can't hear the original sound from the fan videos all the time because of a stupid audio comment
- all the knwon Bugs which were discussed here and on all the other forums around the world
- a big paperbox (which can easily hold 4 DVDs and more) with only a standard amaray-box in it.
- the Tank on the Poster looks like the Batmobile from "Batman begins", but not like a med tank anyhow. The ION satelite Cannon is really nice indeed.

+I had to have it to complete my private collection.

+I love the blue X and the whole Design of the TFD box. Plain and simple.

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Subject: Re: Your opinions on C&C First Decade

Posted by [Kanezor](#) on Sun, 19 Feb 2006 07:31:30 GMT

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Goztow wrote on Mon, 13 February 2006 01:39I kind of liked the single player but never played it since I discovered multi player . The only nasty thing was the boat: I got stuck at the point where I needed to go down that little elevator. I wondered around in that boat for hours...

Yeah. The boat was definitely the most confusing part. It took me several hours to figure out how to get that level finished. That mission definitely took longer, as far as figuring things out go, than any other missions including the ones after you've entered the Temple of Nod.

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Subject: Re: Your opinions on C&C First Decade

Posted by [JPNOD](#) on Sun, 19 Feb 2006 10:18:20 GMT

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When I was on my 56k like 4 years ago. I would play Renegade single in weekdays and Ren multiplay in weekends because it was cheap charge then. I had a hard time playing the boat out

too, just because I usually would get lost or get in the same place again. Nevertheless I played Ren single out in 3 days.

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Subject: Re: Your opinions on C&C First Decade

Posted by [2000\\_years](#) on Tue, 21 Feb 2006 00:07:14 GMT

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don't know if anyone else has this problem, but C&C TD crashes on NOD mission 8 or 9 (the one where you first get the flame tank, and you start with a Commando)

you can choose two "paths" for that mission, and they both crash.

I've also had trouble trying to patch a few of the games - I tried to patch RA1 to 3.03, and it would no longer run because of "missing reg entries".

The Generals Zero Hour patch also would not apply.

RA1 also does not contain the music for The Aftermath and Counterstrike.

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