
Subject: Will cnc3 give what it should?

Posted by [Sensitive](#) on Mon, 12 Jun 2006 13:04:01 GMT

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just wondering what u think.do you think CNC3 will give the cnc fealing wile playing or will be be the crumy generals typ game?

Subject: Re: Will cnc3 give what it should?

Posted by [Jecht](#) on Mon, 12 Jun 2006 13:29:41 GMT

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Subject: Re: Will cnc3 give what it should?

Posted by [Sensitive](#) on Mon, 12 Jun 2006 13:35:17 GMT

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Will CNC 3 give us the C&C fealing or will it not.like genrals.

Subject: Re: Will cnc3 give what it should?

Posted by [Goztow](#) on Mon, 12 Jun 2006 14:40:17 GMT

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gbull wrote on Mon, 12 June 2006 09:29?

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Subject: Re: Will cnc3 give what it should?

Posted by [m1a1_abrams](#) on Mon, 12 Jun 2006 15:31:12 GMT

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I'm pretty pumped for C&C 3. I have the impression that they're really trying to make it a "true" C&C game this time.

Subject: Re: Will cnc3 give what it should?

Posted by [Dave Mason](#) on Mon, 12 Jun 2006 16:44:59 GMT

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m1a1_abrams wrote on Mon, 12 June 2006 16:31I'm pretty pumped for C&C 3. I have the impression that they're really trying to make it a "true" C&C game this time.

BAHAHAHAHAHAHA!

Subject: Re: Will cnc3 give what it should?
Posted by [Nukelt15](#) on Mon, 12 Jun 2006 18:04:36 GMT
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A pretty good first indicator will be whether or not they get Joe back to do Kane. If they cast somebody else, that pretty much says everything you need to know about their "commitment" to the story. Then again, they've already screwed up Tiberium. I'm not hopeful.

Subject: Re: Will cnc3 give what it should?
Posted by [terminator 101](#) on Mon, 12 Jun 2006 19:59:39 GMT
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There are many crappy games made by EA, because there days, you need a effort to make a good game. Since EA no longer has word effort in dictionary(at least not any more), I can already tell how this game is going to be:
Music: Great,
Graphics: Great,
Gameplay: good but could be much better,
Balance: If there are more than 2 sides then it will be just like generals(not very good), or at worst, almost like Jury's Revenge(horrible),
Bug Fixes: Some in the first year, (almost)none after that.
Support: 1-2 year max(maybe not even that)

Subject: Re: Will cnc3 give what it should?
Posted by [Kamuix](#) on Mon, 12 Jun 2006 20:34:08 GMT
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EA Spends to much time on their graphics, its as if they think graphics are the most important thing and nothing else matters.

Subject: Re: Will cnc3 give what it should?
Posted by [Nukelt15](#) on Mon, 12 Jun 2006 20:43:26 GMT
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That's because most of their consumer base couldn't care less about gameplay as long as the graphics are pretty. If consumers cared more about quality, we wouldn't be getting crap for games because nobody would put up with it. EA is a large corporation, and large corporations sell to the largest demographic- and the largest demographic happens to be the "Gimme the same damn game with the latest graphics" Madden NFL crowd. RTS is not the most popular genre (and BF2 proves that even wildly popular FPS games don't get enough development time), nor is PC the

most popular platform.

The short version: We're gonna get shafted. Again.
