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Subject: a bug that isn't a bug... BHS please look before acting

Posted by [spotelmo](#) on Thu, 26 Aug 2004 03:54:24 GMT

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AircraftkillerRight... There was no easy way out, they had no development time left. They squandered it with the absurdly easy SP missions for about four years, and focused on C&C Mode for about six months.

It was not the intent of WS to make the game turn out to be shoddy and unbalanced. If they had allocated their time to better things, like perfecting C&C Mode, you'd have gameplay that wouldn't have alienated the majority of players in the first year of the game's release.

i agree. i'm sure in their minds this was going to be the best game ever and bug free with support indefinitely. unfortunately, it didn't work out that way. just like it didn't work out that way for their other games.

what i find to be funny is how much people bitch about EA games. if you ever read the generals forums, you'll see many people whining about how ea killed westwood and then put out shoddy games with no support. the fact is, westwood's support was never that great either. they also put out games which needed immediate patches and then patches to fix the patches and then within a few months, the support would dwindle to nothing.

what i'd love to see is a small development company which will make only a few games and then stay privately owned and provide the support that we would all love to see. but, i won't hold my breath. besides, i think i've gotten more than my \$50 worth out of renegade and the other c&c games(even generals if you can imagine that)

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