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Subject: Re: C&C3 + G15 Keyboard

Posted by [sadukar09](#) on Mon, 11 Jun 2007 20:31:55 GMT

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Viking wrote on Sat, 09 June 2007 22:44Ok, I said I don't care if EA made it, if WW made it I would not buy it either, it is shit. Need me to spell it? Well I just did over there.

APC carrys 1 "squad" = MEGA FAIL

No sub APC = FAIL

No Fire Storm Wall = FAIL

No Wall = FAIL

No titans and shit = FAIL I don't care what shit story they have to "explain it" its shit.

The ion cannon is now just a nuke that looks different = FAIL

EA Making the game for tank rushes = FAIL

The "green crystals = FAIL

Nods war factory = FAIL

I could go on but I don't want to as you are all idiots who think this game is good and will just go "ZOMG ITS JUST ANOTHER STYLE OF GAME WAHHHHHHH" NO WRONG. The game was made as fast and as cheep as possible for EA to make the most money they can making you think that it is good.

The "green crystals = FAIL

No green crystals means no CnC no CNC means we wouldnt be here

EA Making the game for tank rushes = FAIL

^ every WW game has been subjected to tank rushes

No Wall = FAIL

I think they are putting it in...in the next patch?

The ion cannon is now just a nuke that looks different = FAIL

Nuke CANNOT BE COUNTERED...try selling a building when the nuke directly explodes...u cant...it just die. but the ion cannon, when it starts to spin, Nod have a chance to sell their buildings

APC carrys 1 "squad" = MEGA FAIL

depends on which squads

wouldnt it hurt to have 25 inf squad sitting in a small apc would it? and since the passengers in the apc are allowed to shoot out. It isnt fair for Nod to go against an pretty heavily armored apc with say...5 rocket squads in them would they? The best counter would probably be vertigos but then Nod dont get vertigos until late in the game. While GDI gets APC+Rocket squads early

No titans and shit = FAIL I don't care what shit story they have to "explain it" its shit.

There still juggernaut left!!!! and its more useful tactical wise. It be extremely easy for Nod to mass 8 vertigos and just bomb the Mammoth Mk.2 to piece eh?

Nods war factory = FAIL

so you want the same buildings for every side?

In real wars thats an advantage, having a war factory underground means less threat of getting bombed (concrete walls?)

No sub APC = FAIL

wont be fair to have Nod sending it's Fanatics to destroy vital buildings without a counter

No Fire Storm Wall = FAIL

you want the FSW kill your own air units?

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