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Subject: Re: C&C Tiberium - FPS Game

Posted by [m1a1\\_abrams](#) on Fri, 14 Dec 2007 14:19:13 GMT

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Yes, it really depends on your point of view. The singleplayer portions of the Westwood C&C games were unquestionably superior to all EA RTS games, with the exception of C&C 3. But C&C 3 is an attempt to emulate the earlier games.

Actually, I'd say that Westwood made the best singleplayer experiences in the RTS genre.

But it's fair to say that they weren't particularly balanced online... or if not strictly unbalanced, many of the units were useless, or overshadowed by the most powerful units.

The earlier C&C games came from the era before mass online competitive gaming, so it's understandable that they spent more time on the singleplayer element than the multiplayer balance.

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