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Subject: More C&C3 Concept art..

Posted by [Weirdo](#) on Wed, 25 Aug 2004 21:14:37 GMT

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It looks like a game after TS, looking at the units and all the aliens. But if you look at the ingame screenshot, the buildings seem to be in a better condition then they were in TS. So it seems, GDI found some solution to stop tiberium from spreading, and was able to get earth back in to shape. Although to my opinion if they ever wanted the world to look like this, they should drop the cars. They look way to old to be in a futuristic game. Of course this was just a try out, so this all could, and possibly will, be different if there will ever be a real C&C3.

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