
Subject: An Interesting E-mail I just recieved from EA
Posted by [Nukelt15](#) on Tue, 07 Dec 2004 15:29:48 GMT
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While the possibility of a new C&C set in the same universe as the REAL C&C's is a pleasant thought, EA has proven itself time and time again to be incapable of producing the kind of quality work that used to be the cornerstone of C&C.

That said, it's time for the wishlist...I shall call it "Things I'd better see in this game, or you fucktards aren't getting my \$50"

- * The sidebar. Not the bottom-bar, the sidebar. They had a good thing going there, especially with the RA2 version of it. I want all my build menus on the right hand side of my screen.
- * Old-school 2D graphics. 3D is wonderful and all, but C&C doesn't work well with it. I want to be able to play the game on any machine I choose to, be it a powerful beast of a gaming rig or my friend's PIII with no 3D-capable hardware.
- * Base construction limited, as it should be, by the location of power plants.
- * I don't care how many sides are included, but at least two of them had better be called "Allies" or "Soviets." And they had better have the appropriate strengths and weaknesses (i.e. Allies have cheaper, faster, weaker units, Soviets have slower, heavier, more expensive units).
- * Live action briefings, supplemented by the occasional rendered cutscene.
- * Harvesters and refineries. The harvesters will collect gold or gems. They will not be armed, nor will they have any capabilities other than moving, scooping up ore, and dumping it.
- * Superweapons will not be a dominating force in the game. They will be there to supplement the player's armies, not the other way around.
- * Defense structures will be capable only of defending. They will not be built across the damn map and used in place of an attack force. If they are capable of holding back more than a squad of basic infantry, they will require a significant amount of power to operate.
- * There will be a seperate production structure for each type of unit. The structures themselves may not be upgraded. Multiple structures mean faster build times, not multiple units buildable at the same time.
- * The MCV and Construction yard will be the focus of any base. Only a War Factory with a Repair Depot will be able to reproduce an MCV.
- * Units may achieve veteran status, but they may not become uber-0wNz0rZ-j00 super-troopers. Veteran tanks will have advantages, but they will be subtle, and only noticeable when the Veteran units are present in numbers. They will not be able to trample entire armies singlehandedly.
- * It is ok to have commando units. They may not be uber either. They will be specialists in one or two particular roles, but they will have huge, glaring, lethal weaknesses that limit their use.
- * The title will consist of the following letters and symbols, and nothing else: "Comand & Conquer: Red Alert III." There will be no subtitles, and absolutely no mention of "Generals."
- * "Generals" will play no part whatsoever, be it small or large, in the storyline. The events of Generals will not have taken place, nor those of Zero Hour. No unique Generals characters will make an appearance, even if that appearance is something as insignificant as the picture on the RAIII main character's doormat. No unique Generals units will appear. In fact, Generals was never made in the first place, forget we ever did that, we apologize for fucking up the series and beg your forgiveness.
- * There will be either one or two expansions. If they include a story component, they will NOT butcher the existing story, change the events of the story, or go off on ridiculous tangents. They

will add units, but those units will not be all-powerful. If a new faction is added, it will be balanced against the existing sides. No units will be taken away from existing sides.

Somehow, I can't see all of that happening.
