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Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [Dover](#) on Sun, 27 Aug 2006 16:08:16 GMT

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C&C 3 will be a fine game. C&C Generals was a fine game too. It was entertaining and added several strategic elements that were absent in previous Command & Conquer games. The problem with Generals was that, despite it's name, it was not a C&C.

That's the main concern with C&C 3. I have no doubt that it will be a fun, entertaining, strategically minded game. The qualls with it are over the storyline. EA has already released that they've invented some new theory to how Tiberium works, instead of following proven formula in the previous two. They've all but ignored FireStorm, and are shitting all over the Tiberian Sun storyline. What the fuck?

EA needs to understand that they are creating a sequal, and need to keep it in line with the previous games created in the series.

Then again, the game is in it's embroyotic stages. For all I know, EA could be doing everything fine and just not releasing the info.

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