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Subject: Re: C&C 3 Making a come back?

Posted by [Nukelt15](#) on Tue, 29 Aug 2006 00:38:23 GMT

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It sounds like he's describing the exact same construction system that was used in TD through RA2. Click the building icon and, assuming you have the cash, the timer counts down. When the icon clears, the building is finished and may be placed as fully constructed. This is a very good thing. It means that the construction of buildings works like it did before Generals.

The only difference I see is that he said your power state affected your ability to build- in the past, low power slowed down construction but did not disable it. If lack of power halts construction, one can only wonder how it would be possible to build more power plants, though... it sounds as if there's a peice missing yet which has not been announced.

Either way, +1 for EA. They're getting some things right, at least- I'm still very skeptical about the finished product, though. I'll believe the hype when they can back it up with gameplay, and it's far too early for that.

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