Subject: Re: Let's talk about C&C3
Posted by bigejoe14 on Sat, 02 Dec 2006 04:13:14 GMT
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help-linux wrote on Fri, 01 December 2006 18:38i wouldn't of though "Command and Conquer" would automaticly assume the game has "Nod" and "GDI" in it? You command units such as the "Quad Cannon" (i love this one) and you "Conquer" other players with them.
It just came as a shock to a lot of people when it was announced that it was going to be set in a modern warfare setting, as opposed to the Tiberian and Red Alert universes that we were used to from the past four games. And like I said, it didn't keep it from being a solid and fun RTS game, and the tasteless atmosphere the game had made it all the more fun for me.