
Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [DutchNeon](#) on Tue, 27 Feb 2007 15:29:30 GMT

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Its Nice, although there are some bugs i noticed, Juggernauts tend to Glitch in Buildings (they wanna walk threw buildings) if u attack a enemy past the object, also, Juggernauts CAN walk Deployed , if they are attacked, they kinda Strafe then = Bug lol Anyway, I think its smart for EA (sorry, not) Allowing u Full Tech Tree in Skirmish. Also, they Don't Allow u to ply nod, but wow, check what i got

i Have Highest Settings, but with AA off and shadow's off, and my Card Fucks its a bit (Old 128 MB AGP Card, doest support bloom), its the fully Updated Avatar Mech, only can adept Own Teamed Nod Vechs to steal the Technology (Fully Updated has 4 parts, but im not telling) Anyway, also, when i Captured the Nod MCV, my nod Blue MCV (looks like a scarab) turned into a purple one o.O kinda wtf, so ul see Purple Nod Units on the SS While im Blue.. → anyway, i miss the old command & Conquer Sounds + Ion kinda big, i just build Temple of Nod and gonna test the nuke Maybe put a vid on here, oh and btw, Stealth Tanks look like Snow Motor's kinda

Also, There are some things i Dislike, maybe for Good power but u can Change Mammy's Guns to railguns as a upgrade (also Predator) and laser's for Scorpion tank (Its the new Named Light tank for nod) and ob kinda tends to fire slow, although i think its good how they Balanced Base Defenses now, GDI has a building at same power as a obelisk now although ob tends to fire slowly, Tib Sun Sound...

/ -= Neon =- \
