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

Posted by [Renx](#) on Tue, 27 Feb 2007 18:03:06 GMT

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<http://forums.ea.com/mboards/thread.jspa?sls=2&tstart=15&threadID=188624> &start=0

Predator

The reality is, yes, we made a late design decision not too long ago to take out walls from multiplayer. We will explain this further in the upcoming podcast, but we found after extensive testing that walls were being hardly used and didn't suit the gameplay style, the fast paced feel, they became more of a nuance than an actual enhancing gameplay feature.

I can see them being added back in a patch later on.

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