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

Posted by [Nukelt15](#) on Wed, 28 Feb 2007 08:09:17 GMT

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Another nod in agreement from me. Fog of War was an option in TS, but it was left disabled by default and I don't know anyone who opted to enable it. It is something decidedly not C&C, regardless of whether or not it is what everybody else is doing. Hell, I remember playing three different RTS titles by 2001 (Homeworld, C&C, and Star/Warcraft) and actually having three different sensor systems to play around with- and each one worked well with its own unique gameplay style.

Fog of War doesn't go well with C&C gameplay. It goes very well with 'Craft-style base building and massing, requiring players to station units at key locations to keep tabs on bad guys. It does not go very well with C&C. When you roll back a section of shroud in C&C, it damn well ought to stay rolled back.

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