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

Posted by [Scythar](#) on Wed, 28 Feb 2007 17:01:21 GMT

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I liked it a lot. Here's the "bad things" -list:

-Too many of those special weapons on the left bar. No need to have the same unit available in two ways in my opinion.

-I kind of miss the fog of war.

-Bad music.

-Finally, the biggest difference with modern RTS when compared to older ones is the lack of grids. In RA you could easily line your units in any formation. Beautiful. Now you'll have troubles just lining two tanks next to each others quickly. It's the one thing I miss the most, and for me, it's probably the most important factor that makes a game feel like C&C.

Kanezor:

So, if they can't change aesthetics because it won't be C&C anymore, and they can't change gameplay because it won't be C&C anymore, then what CAN they change? Nothing Just add new unit models? Yeah, let's wait for C&C4 next, which comes with RA1 textures and game engine...if you liked those games, they're still available you know, just stick to them.

Or maybe it's just the usual "too old" syndrome, which makes us love our childhood games immensely, and as a result, every new version of them sucks. I should know...*looks at Descent 1*
