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

Posted by [JPNOD](#) on Wed, 28 Feb 2007 18:40:06 GMT

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Oblivion165 wrote on Tue, 27 February 2007 20:34 I wish EA would stop using the Sage engine and move onto something else, C&C3 looks and feels like a modded generals. I play a lot of generals mods and all this seems to be is a new toolbar and a replacement of models and teams.

Also I despise squads, Dawn of war and a lot of games are using the squad system now and I hate it. I would like to just send one man out to scout or to take a derrick, not this massive shift of units across the battle field.

The menu system is all the same, just look at the multiplayer screen.

That being said, I'm glad they are trying to bring back the gold.

EDIT: I went and reviewed some of these pages and my post didn't bring anything new to the discussion but at least I got to say it too.

It's a Generals mod exception of the ingame movies. meh > Reborn and Renalert > the closest if will ever come to a Renegade 2 I said it before and ile say it again. Some people anoyed about me making a quote download Renegade 2 from www.renalert.com because it's not really a Renegade 2 the so called C&C3 isnt otherwise.

me

pro's

- Ingame cut scens
- The menu with the music felt tiberian sun/futuristic

Cons

- ingame to much generals like
- I prefer the generals taunts over the taunts of the nod/gdi taunts.
- the mouse right/left click thingy (probably be fixed from what I read?)
- ingame music from what I heard doesnt even come close to tibsun's music.