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

Posted by [Nukelt15](#) on Sat, 03 Mar 2007 04:25:01 GMT

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Quote:Why would you want to play a game that has the EXACT same strategies as the older games? Why is so bad for a game to evolve and keep up with the times? If we just want a copy of Red Alert with better graphics on a better engine, then make a mod!

I can't speak for everyone who takes issue with the new game, but for my part it isn't so much that I want a game with the same strategies as the one before as it is that I want a game with more than one strategy. Rushing is going to be the dominant strategy in C&C3, more so than it ever was before, and it is going to be an uncommon round that even reaches the 30 minute mark. No new strategies are added for all the ones that are taken away; arguing that wanting them back is wanting the same old game is like taking away three of your car's wheels then, when you buy a new car and want four wheels, being asked if you want four so that it can be just like the one you had before with a shiny new paint job. I could see making that argument if C&C3 already had in it the potential to succeed using even most of the strategies that were possible before, but it just doesn't.

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