

---

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

Posted by [m1a1\\_abrams](#) on Thu, 15 Mar 2007 21:56:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah I know, that's what I mean. They designed it so you could do that, then they listened to the "pro gamers". The Shredders and Lasers are now just a gimmick in multiplayer, because you can just shoot the hub straight away.

The ability to place them anywhere within a circle around the hub isn't so hot, because you need them in overlapping fire arcs to get the best out of them (i.e. pretty much in the same place). Building the hub behind walls would have been the real advantage of those things. It's cool that it's still in single player, but we could have been doing that online and in skirmish too. It would have helped particularly against the hard/brutal AI settings. All we can hope is that enough people make a fuss about it, so they patch it back into multiplayer.

And it really gimps the Obelisk, if you're going to use it at all. It has this big advantage that it can fire \*over\* walls, unlike the Sonic Emitter, except it doesn't have any walls to fire over. And it doesn't damage multiple targets at once. So I'm not really sure what advantages the MP Obelisk has at all.

---