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Subject: Re: C&C 3 Reviewed!

Posted by [Jecht](#) on Wed, 28 Mar 2007 13:36:41 GMT

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This game feels like a C&C game. To be honest, that's mostly all I wanted. Haven't found a whole lot of bugs yet, aside from the harvester getting stuck behind defenses instead of going around them in certain instances. Currently I'm playing Nod in the single player missions, up to the mission where you "ally" with GDI.

Not too fond of the blonde chick on Nod(doesn't seem radical enough), but the guy with the long hair is funny at times, and Kane is as big of a megalomaniac as he has ever been.

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