

---

Subject: Re: C&C 4 Coming!!!!

Posted by [Nukelt15](#) on Thu, 13 Aug 2009 04:45:04 GMT

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

---

Until somebody gives me terrain deformation again, it's still all a step backwards from TS. That one feature alone added a depth that simply doesn't exist in the newer games- to say nothing of the other environmental hazards. Forget all the pre-release bullshit promises for one second and the game still has more depth than the entire rest of the series- combine the environments and dynamic terrain from TS with newer features like garrisoning and you'd have a real winner.

If, that is, you didn't ruin it all by putting in too many and too powerful superweapons and epic units, too few defensive units, structures, and abilities, combined with obscenely fast build rates and weak-as-paper structure armor. Which EA would.

---