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Subject: Re: What should C&C3 have been?

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 22 Feb 2010 23:35:08 GMT

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I didn't think C&C3 was an epic failure or anything, but I probably would've done things differently.

I think one of the main things about C&C3 was that it felt like more of a sequel to Tiberian Dawn than Tiberian Sun. Mammoth tanks, "Medium Tanks", Grenadiers, flametroopers, nukes, etc. were all brought back. I would've liked to see that dark, gritty, futuristic post-apocalyptic Tiberian Sun environment come back.

-More Tiberium: in C&C3, Tiberium fauna, plants, mutated animals, and different forms of the substance just disappeared. Blue Tiberium wasn't explosive as well, even though it was before.

-Subterranean units: The underground theme was very suiting for Nod - surprise attacks, hidden units, etc. - the sub-APC and Devil's Tongue were useful, but can still be repelled with the MSA and pavement.

-A Mammoth Mark II type vehicle: I would've loved to see a giant walker come back for GDI. This was sort of fulfilled in Kane's Wrath with the MARV, but I thought its design was boring.

-Vines: These also disappeared, even though I thought a growing anti-vehicle substance was a pretty good idea. It also immersed the player into the idea that this world's mutations were a ticking time bomb.

-A more mysterious Kane: When Kane was shown in C&C95 and Tiberian Sun, he'd usually be in a secret, hidden location. In C&C3, you have people walking around, handing him things, talking to him face to face, etc. Although it's not really a big deal, Kane feels more normal and not mysterious and secretive.

-No Scrin: Personally, I think the whole "aliens invading the earth" thing has been way overdone. Westwood originally wanted CABAL as the third faction; this could've been a lot more interesting.

-Third Person Commander: I really enjoyed seeing McNeil and Slavic. I like to see how bad ass I am. Talking to the camera is a bit cheesy.

-World Domination Mode: Speaks for itself

-No cranes: I thought the cranes and the ability to build a million things at the same time made the game feel like a race to unit spam and expansion, rather than a tactical strategy game like previous C&Cs. I preferred the RA2 build style of things.

-Natural Disasters: Tiberian Sun had ion storms and meteors, Emperor: Battle for Dune had tornadoes and giant worms. I would've loved to see some natural disasters that randomly hit parts of the map.

-The Forgotten: These guys were completely "forgotten" in C&C3, even though they played a pretty integral role in the TS story. It was a large group, and their loyalty was fought over between

Nod and GDI. They were brought back in Kane's Wrath, but only 1 savage-like unit with a rifle (and not the honourable Forgotten we remember, with railguns and shit.)

There's just too much to say.

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