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

Posted by [Zion](#) on Tue, 23 Feb 2010 10:12:29 GMT

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The thing EA fucked up most on with C&C3 is the storyline with Tiberian Sun/Firestorm.

In the TS/FS games, we had mechanical walkers, hover units, great big disruptor tanks, underground units, and walls.

Now, ahead of time in the C&C3 era, we've gone back in time to wheeled and tracked units, with rail technology. I don't see the sense in that.

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