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

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 25 Feb 2010 04:44:12 GMT

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GEORGE ZIMMER wrote on Wed, 24 February 2010 08:57I appreciate the discussion guys, but could you please bring the topic of C&C4 elsewhere? This thread's about C&C3 and what it should've been, not C&C4 and how it sucks/doesn't suck/whatever.

I guess this means the thread isn't about UFOs (or UOs) either

Anyway the thread is about two and a half years late, but I feel like I've covered quite a bit in my post. I'd like to add though, that I don't really feel strongly about C&C3. Complaining about plot holes and inconsistencies between TS and TW is one thing, but the gameplay itself wasn't that bad in my opinion. It's still one of the better RTS games of the past decade, and probably EALA's best game in general (definitely better than Generals, RA3, and C&C4) but that being said there still is room for complaints.

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