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Subject: Re: New C&C game confirmed!

Posted by [zeratul](#) on Thu, 28 Oct 2010 03:21:58 GMT

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BlueThen wrote on Wed, 27 October 2010 19:06Zeratul wrote on Wed, 27 October 2010 19:41BlueThen wrote on Wed, 27 October 2010 17:46R315r4z0r wrote on Wed, 27 October 2010 14:32In fact, if C&C 3 didn't have cranes, the two games would play almost the exact same way. Yea, oh and aside from the way C&C 3 handles multiple war factories / barracks, or how the terrain under shroud is viewable, or how units work in squads, or how most of the units and defenses are different, or how there's a large variety in super weapons, or how vehicles are upgradeable (through tech buildings), or how the shroud is dynamic (will grow back into places you aren't in), or the turbines, or drones, or the nonbuildable walls, or silos, or the 3 separate factions instead of 2, or how the game is 3D (360 degree view), or how they're in completely different universes.

wait shroud regrowth wasnt an option in ra2? i know it was in ra1 and tib sun...

Shroud, not tiberium/ore.

learn to read

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