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Subject: Re: New C&C game confirmed!

Posted by [GEORGE ZIMMER](#) on Mon, 08 Nov 2010 11:16:26 GMT

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Dover wrote on Sun, 07 November 2010 20:18GEORGE ZIMMER wrote on Sun, 07 November 2010 14:00"and GDI's technology doesn't get set back"

I think they explained pretty well why they moved away from the walker nonsense in C&C 3. It didn't look as cool as people claimed it did in TS anyway.

Oh it's not even the lack of walkers. They lacked hover stuff, their scout units were wheel based, etc. It all felt like the technology was between TD and TS is the thing. I can dig the lack of walkers (Although I really did miss Titans), but in whole the technology just felt like it was set back from TS.

I haven't played C&C4, but I rather liked the unit designs (except the Crayola avatar). They felt more like what C&C3's should have been.

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