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Subject: Re: New C&C game confirmed!

Posted by [R315r4z0r](#) on Tue, 09 Nov 2010 06:31:05 GMT

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Not to mention that in every single one of their games, they have completely avoided any and all forms of match customization.

Oh, so I can change starting credits and toggle random crates (that do nothing except level up a unit, heal a unit or give you free money.)

Not only should there be way more options of crate abilities (like gift units and fog-of-war clearing) but there should be options that allow players to customize the game. I mean, the option to disable super weapons AT LEAST.

There should be a population cap option, engineer function option (1 or multi engineer to capture a structure), an option to enable/disable FoW regeneration, tech level, enable/disable ability to repair civilian structures (like garrison buildings and bridges) and a whole lot more.

The more options added, the more replay value there will be. The novelty of the game will linger longer and people will have more fun with it.

I think they are afraid that it will screw up their dream of 'RTS as a sport.'

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