
Subject: C&C 3 Making a come back?

Posted by [Dave Anderson](#) on Mon, 28 Aug 2006 22:57:35 GMT

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Read up!

Word From APOC(thanks Dudes) EA Online Community Manager APOC addressed some issues this weekend that concerned fans after seeing the in-game videos that came out of the Leipzig Games Convention last week.

1: The Gamespeed

-our notion for this game is "fast, fluid, and fun". The speed of all the units is not set in stone right now and that will come with balance, but ultimately, it will be faster paced. Everyone who saw the game in person loved the speed, but certainly, we're very early, so the speed is definitely something we will be tweaking up until the last moment.

2: Building Speed

-impossible to judge this, was for demo purposes only. The buildings will build instantly, but it is their BUILD TIMERS which will determine when you can place it down. The main goal here is, we didn't want the opposing player's building to be attacked while it was building, takes away from the strategic and fast paced gameplay. Don't forget though, you may be building an Obelisk of Light, but if the timer isn't done and you lose your power, sionora. Point here is, building speed is all balance and we've barely just started touching balance, don't judge the demo on this balance aspect.

3: The Lifetime of the Buildings

-same as above, for demo purposes only we sped things up, this will definitely be balanced. The goal of a demo in a short amount of time, quite literally, show us the cool stuff. The lifetime of the buildings is definitely not realistic in the video but for the purpose of time and demo, we had to get thru everything quickly.

4: Walls, Gates, And Defence

-the answer here is simple, C&C 3 will have walls but they were not ready for this demo, so no worries, i think that answers your fears there.

Bottom line on these concerns, they are 100% fair based on the video, but let me reiterate:

1. The demo is not accurately balanced but its more about the visual presentation and showing the gameplay elements. So, yea, Stealth Tanks are good to destroy a power plant, Vertigo Bombers take out tanks, Mammoth Tanks are incredibly powerful and can level a base that isn't properly protected. We have barely touched balance, so no worries, we will be tuning balance and speed very intensely thru development.

2. You haven't seen all the GDI and Nod units, far from it, and that's all I'm going to comment there right now.

3. The intent of the demo was to showcase what a slice of C&C 3 action can look like, and remember guys, we're still very early, there is TONS that has yet to be revealed. Take the video

for a visual representation of the gameplay, not a specific balance assessment.

Certainly though, comments on speed, what you want for balance based on what you saw, etc, thats all great and we're listening as usual.

I'm looking forward to seeing the units that haven't been shown yet. But all in good time. I have the patience of an oyster.

Subject: Re: C&C 3 Making a come back?
Posted by [futura83](#) on Mon, 28 Aug 2006 23:01:08 GMT
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does the building timer thing mean like, you have an overall timer between builds, and once the timer has hit 0, assuming you have the money, you can select a building and it will be done instantly?

or have i got it wrong?

Subject: Re: C&C 3 Making a come back?
Posted by [Nukelt15](#) on Tue, 29 Aug 2006 00:38:23 GMT
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It sounds like he's describing the exact same construction system that was used in TD through RA2. Click the building icon and, assuming you have the cash, the timer counts down. When the icon clears, the building is finished and may be placed as fully constructed. This is a very good thing. It means that the construction of buildings works like it did before Generals.

The only difference I see is that he said your power state affected your ability to build- in the past, low power slowed down construction but did not disable it. If lack of power halts construction, one can only wonder how it would be possible to build more power plants, though... it sounds as if there's a peice missing yet which has not been announced.

Either way, +1 for EA. They're getting some things right, at least- I'm still very skeptical about the finished product, though. I'll believe the hype when they can back it up with gameplay, and it's far too early for that.

Subject: Re: C&C 3 Making a come back?
Posted by [jonwil](#) on Tue, 29 Aug 2006 00:44:09 GMT
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Given that the note about build times and power refered to an Obelisk Of Light, it might be that what was being refered to is that if your power goes down while building that obelisk you can place it but it wont actually function.

Subject: Re: C&C 3 Making a come back?
Posted by [trooprm02](#) on Tue, 29 Aug 2006 04:32:01 GMT
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From that description is sounds like crap

Subject: Re: C&C 3 Making a come back?
Posted by [Jecht](#) on Tue, 29 Aug 2006 04:34:25 GMT
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Everyone knows games are judged purely based on what it sounds like beforehand.

Stop being so fucking picky.

Subject: Re: C&C 3 Making a come back?
Posted by [DarkDemin](#) on Tue, 29 Aug 2006 04:36:19 GMT
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trooprm02 wrote on Tue, 29 August 2006 00:32From that description is sounds like crap

You're a fucking idiot.

Subject: Re: C&C 3 Making a come back?
Posted by [trooprm02](#) on Tue, 29 Aug 2006 04:45:53 GMT
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DarkDemin wrote on Tue, 29 August 2006 00:36trooprm02 wrote on Tue, 29 August 2006 00:32From that description is sounds like crap

You're a fucking idiot.

ROFL, wow thanks for this breaking news, I can finally sleep

People like diff stuff, so you go play your gay unpopular RTS, while I enjoy my FPS

Subject: Re: C&C 3 Making a come back?
Posted by [bigjoe14](#) on Tue, 29 Aug 2006 05:19:55 GMT
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Here's a better idea.

How about you shut the fuck up and get out?

Subject: Re: C&C 3 Making a come back?
Posted by [icedog90](#) on Tue, 29 Aug 2006 05:21:48 GMT
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I don't see how it sounds like crap from that description. The only thing it's about is clarifying things people were worried about (in a good way) and announcing some more things that are from the other C&C games. You probably barely read it at all and just shit on it because you want to. I bet you can't even pull a single thing out of there that is wrong. If you're only hating on it because you don't like RTS games and you only like Renegade, then get out of this topic and stop getting people to go off-topic by insulting you. If you disagree and want to keep throwing shit, then don't expect to see your next posts stay.

Subject: Re: C&C 3 Making a come back?
Posted by [ghost](#) on Tue, 29 Aug 2006 05:44:08 GMT
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Renegade2 needs to come out.

Subject: Re: C&C 3 Making a come back?
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 30 Aug 2006 20:28:18 GMT
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Yeah. I'd rather have a Renegade 2 or Renegade-Styled game than 3 new C&C RTS games. Even though I grew up with C&C games for my whole life, I just prefer a C&C Shooter.

Subject: Re: C&C 3 Making a come back?
Posted by [Kamuix](#) on Wed, 30 Aug 2006 20:34:36 GMT
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Hopefully after C&C3, we will see another shooter based on a C&c game.

Subject: Re: C&C 3 Making a come back?
Posted by [troopr02](#) on Wed, 30 Aug 2006 21:11:17 GMT
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[NEFobby[GEN] wrote on Wed, 30 August 2006 16:28]Yeah. I'd rather have a Renegade 2 or

Renegade-Styled game than 3 new C&C RTS games. Even though I grew up with C&C games for my whole life, I just prefer a C&C Shooter.

Exactly.

BTW, they can come up with 10 million RTS games, I still wouldn't be interested

Subject: Re: C&C 3 Making a come back?
Posted by [futura83](#) on Wed, 30 Aug 2006 21:24:52 GMT
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red alert 2 was the first C&C game i played; i loved it, which is what drove me to get Renegade, as before that, i didnt like FPS that much, and would have preferred RTS.

but renegade got me hooked, and trying red alert 2 again after playing renegade, i realised, it was a bit boring compared to renegade, as it wasnt as fast paced.

so i would much prefer to see an FPS focusing on the red alert times.

Subject: Re: C&C 3 Making a come back?
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 31 Aug 2006 01:10:08 GMT
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Kamuix wrote on Wed, 30 August 2006 16:34 Hopefully after C&C3, we will see another shooter based on a C&c game.

Nah they won't do it. A friend of mine who went to the Game Convention asked EALA in person that question, and they said it won't happen.

Subject: Re: C&C 3 Making a come back?
Posted by [Axel_Snog](#) on Thu, 31 Aug 2006 12:07:09 GMT
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Maybe just not at this point. They may still make one in the distant future. It actually surprises me why they would actually just say "it's not happening" to your friend because in every other interview I've read with say Mike Verdu or such, all they ever say about future titles is, "we cannot talk about that at the moment" or "we're fully committed to the C&C franchise".

I wouldn't get my hopes down if I were you.

Subject: Re: C&C 3 Making a come back?
Posted by [Dave Anderson](#) on Thu, 31 Aug 2006 12:13:02 GMT
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I wouldn't get your hopes up either.

Subject: Re: C&C 3 Making a come back?
Posted by [Aidoneus](#) on Thu, 31 Aug 2006 14:54:34 GMT
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EA own both the C&C and Battlefield franchises. I'd be amazed if we didn't see another Renegade-style C&C FPS.

Subject: Re: C&C 3 Making a come back?
Posted by [Tiesto](#) on Thu, 31 Aug 2006 15:08:39 GMT
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troopr02 wrote on Wed, 30 August 2006 23:11[NEFobby[GEN] wrote on Wed, 30 August 2006 16:28]Yeah. I'd rather have a Renegade 2 or Renegade-Styled game than 3 new C&C RTS games. Even though I grew up with C&C games for my whole life, I just prefer a C&C Shooter.

Exactly.

BTW, they can come up with 10 million RTS games, I still wouldn't be interested

Do we give a shit?

No. Now fuck off moron.

Subject: Re: C&C 3 Making a come back?
Posted by [LR01](#) on Thu, 31 Aug 2006 15:13:15 GMT
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[NEFobby[GEN] wrote on Thu, 31 August 2006 03:10]Kamuix wrote on Wed, 30 August 2006 16:34Hopefully after C&C3, we will see another shooter based on a C&c game.

Nah they won't do it. A friend of mine who went to the Game Convention asked EALA in person that question, and they said it won't happen.

because Renegade didn't sale enough?

Subject: Re: C&C 3 Making a come back?
Posted by [trooprm02](#) on Thu, 31 Aug 2006 15:48:08 GMT
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[NEFobby[GEN] wrote on Wed, 30 August 2006 20:10]Kamuix wrote on Wed, 30 August 2006 16:34Hopefully after C&C3, we will see another shooter based on a C&c game.

Nah they won't do it. A friend of mine who went to the Game Convention asked EALA in person that question, and they said it won't happen.

I have some info that goes around in the other direction.
The guy who made the renegade 2 test video (the engine was updated supporting double the polygons), said that after the release of TFD, EA is going to look back at all the C&C games.

BTW, he was right atleast about C&C3, so we can only see what happens from there on

Subject: Re: C&C 3 Making a come back?
Posted by [Tiesto](#) on Thu, 31 Aug 2006 16:29:09 GMT
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trooprm02 wrote on Thu, 31 August 2006 17:48[NEFobby[GEN] wrote on Wed, 30 August 2006 20:10]Kamuix wrote on Wed, 30 August 2006 16:34Hopefully after C&C3, we will see another shooter based on a C&c game.

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BTW, he was right atleast about C&C3, so we can only see what happens from there on

that must be the least reatarded post i have seen you make.

Well done. Heres a cookie.

Subject: Re: C&C 3 Making a come back?
Posted by [icedog90](#) on Thu, 31 Aug 2006 19:09:03 GMT
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Renegade 2 didn't use an updated version of the engine. It was using the same one.

Subject: Re: C&C 3 Making a come back?

Posted by [Nukelt15](#) on Thu, 31 Aug 2006 20:39:22 GMT

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My opinion of this game is quite simple, really- if it is good, I'm willing to eat my words and play it and love it just like I loved all the real C&C games. EA, however, has a hell of a lot of work to do before it proves that it can make a game without fucking over fans of the series.

Right now, it has not yet been proven worthy. When and if it becomes a title worthy of the series, it will have earned a place on the game rack beside its predecessors- if EA fails to produce a convincing imitation of C&C gameplay, however, this new creation will be lumped in with the crap that was Generals and ejected from a convenient airlock.

Subject: Re: C&C 3 Making a come back?

Posted by [futura83](#) on Thu, 31 Aug 2006 23:49:39 GMT

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how long till it's out? is it early next year? cos if it is, there is still quite a bit of time from now until the realese for EA to get things finalised.

Subject: Re: C&C 3 Making a come back?

Posted by [Nukelt15](#) on Fri, 01 Sep 2006 00:36:10 GMT

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I hope it isn't early next year. I hope it is late next year, or even early the year after next. The more time the game spends in development, the less likely it is to be buggy and shitty and poorly balanced like, say, Battlefield 2. Or completely disconnected from the rest of its universe, like Generals. I sincerely hope that the devs get every last second of the time they need to ensure a quality production- and a full extra month on top of that, just in case.

Then again, this is EA we're discussing. Early next year might be a more realistic estimate, if the yammering masses can't shut their holes and be patient.

Subject: Re: C&C 3 Making a come back?

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 01 Sep 2006 03:40:20 GMT

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icedog90 wrote on Thu, 31 August 2006 15:09Renegade 2 didn't use an updated version of the engine. It was using the same one.

Not entirely true

According to several ex-Westwood members, they were using a completely new lighting engine.

Also, TAS- an artist who made several weapons from Renegade, as well as nearly all the concept

drawings- had already made several models for Renegade 2 such as a new Mammoth Tank (Apocalypse Tank?) and Kirov. These models were as many as 10,000 triangles.

The reality is, they were still using W3D for Renegade 2, however from these models, the game would have still looked quite good in comparison to Renegade.

Subject: Re: C&C 3 Making a come back?
Posted by [bisen11](#) on Fri, 01 Sep 2006 03:58:33 GMT
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Hope C&C 3 does the building like RA2. With seperate for defence structures and main structeres.

And cool Mammy above.

Subject: Re: C&C 3 Making a come back?
Posted by [icedog90](#) on Fri, 01 Sep 2006 06:45:47 GMT
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[NEFobby[GEN] wrote on Thu, 31 August 2006 20:40]Not entirely true

The engine they showed the screenshots and videos on was still the same exact engine that's being used in Renegade right now. Untouched. True, they probably were going to update it, but what we've seen from Renegade 2 is still the same exact W3D engine.

Subject: Re: C&C 3 Making a come back?
Posted by [Goztow](#) on Fri, 01 Sep 2006 06:54:57 GMT
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And that's why i got my hopes up for Reborn!

Subject: Re: C&C 3 Making a come back?
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 01 Sep 2006 17:07:05 GMT
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icedog90 wrote on Fri, 01 September 2006 02:45[NEFobby[GEN] wrote on Thu, 31 August 2006

20:40]Not entirely true

The engine they showed the screenshots and videos on was still the same exact engine that's being used in Renegade right now. Untouched. True, they probably were going to update it, but what we've seen from Renegade 2 is still the same exact W3D engine.

Yeah. The engine was the same, I agree, but there were some updates graphically (Like I mentioned, the lighting engine).

Subject: Re: C&C 3 Making a come back?

Posted by [trooprm02](#) on Sat, 02 Sep 2006 19:08:41 GMT

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icedog90 wrote on Fri, 01 September 2006 01:45[NEFobby[GEN] wrote on Thu, 31 August 2006 20:40]Not entirely true

The engine they showed the screenshots and videos on was still the same exact engine that's being used in Renegade right now. Untouched. True, they probably were going to update it, but what we've seen from Renegade 2 is still the same exact W3D engine.

The engine wasn't even really the point, they managed to update it anyway to achieve double the polygons that originally thought (the ammount they put into renegade), is what I was trying to get at

Subject: Re: C&C 3 Making a come back?

Posted by [aaaalex06](#) on Sat, 02 Sep 2006 19:19:14 GMT

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trooprm02 wrote on Mon, 28 August 2006 23:45DarkDemin wrote on Tue, 29 August 2006 00:36trooprm02 wrote on Tue, 29 August 2006 00:32From that description is sounds like crap

You're a fucking idiot.

ROFL, wow thanks for this breaking news, I can finally sleep

People like diff stuff, so you go play your gay unpopular RTS, while I enjoy my FPS

Lol

C&C 3 looks like a ownage RTS

if you watch a few videos, mammoth tanks have a new sweet shape, and move faster, still

(hoping) it has the strong firepower.

Its got the TS theme were you build silos I hated that, to slow, there's a downside.

A 3rd team (the forgotten) seems like a riot

3 zones, Red, Blue, Yellow, Hell atleast Nod control the yellow part, and GDI tule the Blue zone, Red zone is lifeless (literly) , so atleast bomb the crap out of the yellowzone

hmm and meny more things

Subject: Re: C&C 3 Making a come back?

Posted by [Nukelt15](#) on Sat, 02 Sep 2006 19:29:36 GMT

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Wow. So your judgement of this game is based on how shiny the new Mammoth looks and...what? You haven't even played the as-of-yet nonexistent demo. You haven't even read a playtester's review.

And people wonder why the quality of EA's product line continues to go down the shitter. Why bother putting effort into the production when people are willing to pay for a game on the basis of what they saw in a few early production vidcaps.

The least you can do for the C&C community is to hold back your judgement until there's something of real substance to look at.

Subject: Re: C&C 3 Making a come back?

Posted by [aaaalex06](#) on Sat, 02 Sep 2006 20:03:20 GMT

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:/

Iv listened to "pod casts"

seen in-game trailers of this game

and you play C&C Renegade and call yourself a C&C fan?

Go Play Tiberian Sun, Dawn, Firestorm

then play RA1 (not reccommended) RA2 ana Yuris revenge, Then tell me C&C 3 tiberium is going to be another shitter

Please, go play RTS then tell me it sucks.

Plus knowing this game follows the Tiberum story, its going to have a good storyline , Kane returns , new units and structures (so iv heard) .

RTS is not gay, it takes someone with skill to play it.

EDIT: Alltho EA cant keep faith in the games they make, You cant be judgemental SO early in the production, its not even released yet, and your saying its going to suck complete ass? Please.

I'm not one for debaiting, But just because i have my own oppinian on a game? you have to try and crush my fun?

If you hate EA so much, go e-mail them telling them, dont try and tell me a game I want to buy becuase it looks uber i shouldnt, I worry about myself, you go e-mail EA

Subject: Re: C&C 3 Making a come back?
Posted by [cmatt42](#) on Sat, 02 Sep 2006 20:53:17 GMT
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aaaalex06, you're a moron.

He anticipates that EA may screw up because they have done so several times before. He's worried that EA may screw up the franchise because he likes the series. He (probably) calls himself a C&C fan because he is one; he doesn't want it to be another Generals game that had nothing to do with the original C&C gameplay and storyline.

How can you be so hypocritical? You're saying "Oh, man! This game is going to be fucking AWESOME," but whenever someone else voices their own speculation and opinion, you try to shoot it down with "OMG don't dis this game, it isn't even out yet!" It seems the pot is calling the kettle black.

Subject: Re: C&C 3 Making a come back?
Posted by [Dover](#) on Sat, 02 Sep 2006 22:02:48 GMT
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aaaalex06 wrote on Sat, 02 September 2006 13:03:/

Iv listened to "pod casts"

seen in-game trailers of this game

and you play C&C Renegade and call yourself a C&C fan?

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then play RA1 (not recommended) RA2 and Yuris revenge, Then tell me C&C 3 tiberium is going to be another shitter

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If you hate EA so much, go e-mail them telling them, dont try and tell me a game I want to buy becuase it looks uber i shouldnt, I worry about myself, you go e-mail EA

I used to think you were a regular, run-of-the-mill moron, but now that you don't think RA1 is a real C&C game, you've revealed yourself to be a super moron. Congrats!

Subject: Re: C&C 3 Making a come back?

Posted by [aaaalex06](#) on Sun, 03 Sep 2006 03:36:46 GMT

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Ok

Lets re-cap

RA1 Had a role in the C&C Storyline, Thus Kane in the ending Video, And EVEN tho i ment "Not recommended for gameplay" you still had to be a stuck up ass and try and make a "fool" out of me?

Well i have played RA1 ONCE! in a friends House, I didnt realy like it. For is gameplay.

Subject: Re: C&C 3 Making a come back?

Posted by [troopr02](#) on Sun, 03 Sep 2006 19:22:00 GMT

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I just don't like RTS because its too slow paced, and only 2 people can play (its 1vs1 all the time, which can get boring)

Subject: Re: C&C 3 Making a come back?
Posted by [Goztow](#) on Sun, 03 Sep 2006 21:05:35 GMT
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You can say a lot but saying RA1 wasn't good because you played it ONCE...

RA1 is one of the strongest C&C-games made! At its time it was also pretty novatoring.

Subject: Re: C&C 3 Making a come back?
Posted by [PlastoJoe](#) on Sun, 03 Sep 2006 21:37:53 GMT
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I've actually only seen RA1 played once. At a friend's house. And I thought it was pretty badass at the time.

Subject: Re: C&C 3 Making a come back?
Posted by [Nukelt15](#) on Sun, 03 Sep 2006 22:50:05 GMT
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Quote:Please, go play RTS then tell me it sucks.

Fool, I own the whole fucking series except for Generals. My sister's boyfriend owns Generals, however, as does my roommate- so I've played it enough to say that it sucks.

There is nothing pre-demo that could possibly give you any indication of how good or bad a game is. EA has, with Generals, proven that it cannot handle the series properly, so I am extremely dubious of any claims that C&C3 will be "the best yet," but I won't write it off until I've played it- that would just be stupid. It is equally stupid, however, to decide that a game will be awesome without having ever played it. You can't know what the balance is like, how the units work in practice, how well the story was done, etc, until you've sat down and played it yourself- that's a simple fact. Of course everything you've seen so far looks sweet. Do you seriously believe that EA would tell you about all the flaws the game might have?
