
Subject: Let's talk about C&C3
Posted by [Crimson](#) on Tue, 28 Nov 2006 01:37:48 GMT
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OK, so, I want and need to know what you think about C&C3 -- what cool stuff you're looking forward to, what you're afraid of... pretty much anything. I'm trying to get a feel for what the popular opinion is in the Renegade community.

Go nuts - there are no wrong answers.

Subject: Re: Let's talk about C&C3
Posted by [nopol10](#) on Tue, 28 Nov 2006 01:42:17 GMT
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I am afraid that I can't run this game cos its gonna be a huge system hog and my puny laptop cannot support it at all. They should make a lo-fi generals-style version of the game or I will waste my money buying it. I'm not buying a new comp either.

Subject: Re: Let's talk about C&C3
Posted by [Crimson](#) on Tue, 28 Nov 2006 01:52:59 GMT
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Eventually you'll have to. Game companies have to keep making better and better games that require more hardware. It's the nature of things. :\

Subject: Re: Let's talk about C&C3
Posted by [IronWarrior](#) on Tue, 28 Nov 2006 02:22:40 GMT
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Am just looking forward to the new ingame movies the most.

Subject: Re: Let's talk about C&C3
Posted by [Canadacdn](#) on Tue, 28 Nov 2006 02:47:29 GMT
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At this point I'm slightly worried that EA is going to focus more on graphics instead of gameplay.

Subject: Re: Let's talk about C&C3

Posted by [Kamuix](#) on Tue, 28 Nov 2006 02:47:37 GMT

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From what I see in the previews, it looks a hell of a lot better than Generals, as in much more like C&C which I like so i'm really looking forward to it The tiberian universe is also my favorite one.

Subject: Re: Let's talk about C&C3

Posted by [nopol10](#) on Tue, 28 Nov 2006 03:05:48 GMT

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Most of the stuff in C&C 3 are uber-revamped versions of the C&C Tiberian Dawn counterparts. But story wise it's 100 times better than Generals.

Subject: Re: Let's talk about C&C3

Posted by [jonwil](#) on Tue, 28 Nov 2006 03:17:45 GMT

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As long as its moddable, I will be happy

At a mininum they need to release an importer plugin and a map editor/worldbuilder. I see no techical reason why they cant include the same map editor, importer plugin, w3d viewer and tools as they used internally right there on the CD (given what was done for then the BFME2 SDK, the changes required to make them releaseable would probably be minimal)

Even if EA dont release an importer, I am sure people will try and use the BFME2 SDK with it (like the renegade SDK being used for Generals)

Subject: Re: Let's talk about C&C3

Posted by [m1a1_abrams](#) on Tue, 28 Nov 2006 03:23:33 GMT

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Looking forward to the story mostly, since we're finally getting a true sequel to Tiberian Sun. I was concerned that they would move too far away from the established storyline, but at least they've given good explanations for the changes they've made.

Not particularly interested in the multiplayer, although I'm sure it will be fun for a while. After playing Dawn of War, with the strategic point system and cap on how many units you can field (with different units costing more towards the total cap), C&C style building multiple refineries then spamming out unlimited numbers of the same unit doesn't seem very appealing.

Subject: Re: Let's talk about C&C3

Posted by [Spoony](#) on Tue, 28 Nov 2006 04:42:39 GMT

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Watching a couple of flame tanks rip through GDI infantry was worth the trip to EA LA in itself... the graphics are amazing, and the demo I saw was like 3 months old. The only thing I'm not so keen on are the squads, but at least they aren't big squads and there won't be a pop cap.

Subject: Re: Let's talk about C&C3
Posted by [jonwil](#) on Tue, 28 Nov 2006 04:51:36 GMT
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As long as they dont introduce unit limits like those "command points" in BFME2...

Subject: Re: Let's talk about C&C3
Posted by [Spoony](#) on Tue, 28 Nov 2006 04:55:30 GMT
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MaidenTy1 wrote on Mon, 27 November 2006 22:42there won't be a pop cap
^^

Subject: Re: Let's talk about C&C3
Posted by [PlastoJoe](#) on Tue, 28 Nov 2006 05:07:58 GMT
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Pretty much been said already, but I reiterate. I'm very interested as to what has happened with Kane/CABAL and what the hell GDI will do without their command staff and the Philadelphia, not to mention becoming the lesser power of the two. I also wonder if this will be the final C&C game and, if so, how will it end?

Concerns are mostly that EA has disposed of major plot points from Tiberian Sun, though I'd be pleased if they tied in Red Alert in some small manner. I'm also upset that I won't be able to play it, since even Generals makes my computer cry.

But I ultimately think it will turn out all right.

Subject: Re: Let's talk about C&C3
Posted by [Goztow](#) on Tue, 28 Nov 2006 07:58:13 GMT
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It actually looks like they're doing a good job on it! I like how they concentrate on single player. All too often single player was sacrificed for multiplayer purposes and i'm very happy they don't seem to do this for C&C3 (stress: seem).

All in all I'm very excited to see this one coming. What concern computer requirements: they won't be all that heavy, a RTS needs less resources than a FPS. If you can play Generals on good quality, you should be able to play C&C 3.

For the people living under a rock: here's the C&C 3 history (well, most of it) up to date to today -> <http://www.thekoss2.org/forum/viewtopic.php?t=2796>
(beware: long read and quite some pictures)

Subject: Re: Let's talk about C&C3
Posted by [light](#) on Tue, 28 Nov 2006 08:27:35 GMT
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I don't care what they do with it, i'll play the demo when it gets released and make my opinion then.

If they botch it, then it's just another EA triumph, if they don't then i may buy it.

Subject: Re: Let's talk about C&C3
Posted by [danpaul88](#) on Tue, 28 Nov 2006 10:03:16 GMT
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Yeah, thats my approach to most EA games now, play the demo and then decide... in the case of BF 2142 the demo completely put me off buying it, well done EA

Subject: Re: Let's talk about C&C3
Posted by [Jecht](#) on Tue, 28 Nov 2006 14:45:49 GMT
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BF2 put me off buying the new Battlefield game.

Worry - It's going to be half-assed and not patched

Looking Forward to - Playing Nod again, and the Avatar Mech.

Subject: Re: Let's talk about C&C3
Posted by [Tiesto](#) on Tue, 28 Nov 2006 17:31:24 GMT
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BUY BUY BUY!!!

I didn't like Generals at first, but it grew on me.

Will the demo be multiplayer?

Subject: Re: Let's talk about C&C3

Posted by [ron paul](#) on Tue, 28 Nov 2006 18:06:38 GMT

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I think it looks pretty awesome. I was completely sucked into the C&C Tiberian Sun storyline etc so I'm rather desperate to play this. And I'm very pleased that they are making a C&C 3.

To be honest I thought Generals was really fun. It didn't have the storylines from previous C&C games but it reflected the real world a lot more. It was a fun break if anything.

But hell yeah, bring on C&C 3.

Subject: Re: Let's talk about C&C3

Posted by [luv2pb](#) on Tue, 28 Nov 2006 18:10:06 GMT

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I hope it has a kick ass multiplayer with a decent AI. All the previous C&C games have shitty AIs.

Subject: Re: Let's talk about C&C3

Posted by [Nightma12](#) on Tue, 28 Nov 2006 18:35:46 GMT

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or ones that cheat.... (inf money, etc)

Subject: Re: Let's talk about C&C3

Posted by [trooprm02](#) on Tue, 28 Nov 2006 20:44:37 GMT

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I don't like it, I don't like RTS's in general, but basically the only good thing out of this is that EA is paying some what attention to C&C again

Subject: Re: Let's talk about C&C3

Posted by [Ryu](#) on Tue, 28 Nov 2006 20:56:03 GMT

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IWarriors wrote on Mon, 27 November 2006 20:22Am just looking forward to the new ingame

movies the most.

Same. ^^!

Subject: Re: Let's talk about C&C3
Posted by [Crimson](#) on Tue, 28 Nov 2006 21:17:30 GMT
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Awesome. I am a Renegade devotee, as you know, so I haven't been following C&C3 much. I'm glad the feedback has been mostly positive thus far. Is there anything you've been wanting to know about the game?

(Sorry, this will all make sense in a couple weeks)

Subject: Re: Let's talk about C&C3
Posted by [IronWarrior](#) on Tue, 28 Nov 2006 23:13:46 GMT
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Crimson wrote on Tue, 28 November 2006 15:17Awesome. I am a Renegade devotee, as you know, so I haven't been following C&C3 much. I'm glad the feedback has been mostly positive thus far. Is there anything you've been wanting to know about the game?

(Sorry, this will all make sense in a couple weeks)

System requirements would be nice to know.

Subject: Re: Let's talk about C&C3
Posted by [warranto](#) on Tue, 28 Nov 2006 23:19:19 GMT
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The Third Race, but we find out who that is in December.

Subject: Re: Let's talk about C&C3
Posted by [Ryu](#) on Wed, 29 Nov 2006 02:13:41 GMT
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warranto wrote on Tue, 28 November 2006 17:19The Third Race, but we find out who that is in December.

Ive heard a rumor that the 3rd Race is "The Forgotten" (Tho it isn't entirely true) Best waiting till December!

Subject: Re: Let's talk about C&C3

Posted by [terminator 101](#) on Wed, 29 Nov 2006 02:38:48 GMT

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I fear that EA will screw this up, just like they screwed up Generals. It seems that neither EA or Westwood can/could balance three sides properly(Generals, Yuri's Revenge(In Dune, all sides were pretty much equal)).

I am getting bored of RTS games. You almost allways have to do same things in almost same order over and over.

I also think it is pretty hard to make decent RTS game these days.

Too much micromanagement= A game will be only for Hardcore gamers, and casual gamers will not stand a chance

Too little micromanagement= A game will be just another "build as many tanks as you can, and attack(and do this pretty much every time)"

I liked Renegade because THIS is how I allways wanted to play those boring RTS games.

Maybe I don't really like RTS games much any more because I am just too slow and prefer to be part of a team, or maybe it is because in most RTS games, your units are pretty stupid unless you directly control them.

But if the AI of the units in RTS games were to improve significantly(not going to happen with C&C3, that would be too much work for EA), then they would become 1000 times more fun.

Amen

Subject: Re: Let's talk about C&C3

Posted by [gufu](#) on Wed, 29 Nov 2006 02:59:26 GMT

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Terminator 101 wrote on Tue, 28 November 2006 21:38I fear that EA will screw this up, just like they screwed up Generals. It seems that neither EA or Westwood can/could balance three sides properly(Generals, Yuri's Revenge(In Dune, all sides were pretty much equal)).

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But if the AI of the units in RTS games were to improve significantly(not going to happen with C&C3, that would be too much work for EA), then they would become 1000 times more fun.

Amen

Buy Company of Heroes then...

I'm on of C&C RTS fans...

BTW - it will use Generals engine - so it'll be in MODing same as generals

Subject: Re: Let's talk about C&C3

Posted by [YSLMuffins](#) on Wed, 29 Nov 2006 04:01:46 GMT

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I'm afraid that they'll make the gameplay too much like Generals. I just hope the developers manage to strike a balance between Tiberian Sun and Red Alert 2--that would be nirvana. Perhaps I'm thinking the atmosphere of TS and the gameplay of RA2 (not YR).

I haven't played RTSs competitively since YR. I miss it... =\

Subject: Re: Let's talk about C&C3

Posted by [Canadacdn](#) on Wed, 29 Nov 2006 04:13:56 GMT

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Playing as the mutants would rule, I hope the "3rd race" isn't CABAL, that would be ultra-lame.

Subject: Re: Let's talk about C&C3

Posted by [icedog90](#) on Wed, 29 Nov 2006 05:05:53 GMT

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YSLMuffins wrote on Tue, 28 November 2006 20:01 I'm afraid that they'll make the gameplay too much like Generals. I just hope the developers manage to strike a balance between Tiberian Sun and Red Alert 2--that would be nirvana. Perhaps I'm thinking the atmosphere of TS and the gameplay of RA2 (not YR).

I haven't played RTSs competitively since YR. I miss it... =\

It's too bad how lame the gameplay in Age of Empires III turned out.

Subject: Re: Let's talk about C&C3

Posted by [Halo38](#) on Wed, 29 Nov 2006 16:21:16 GMT

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I like what the art director has done with the C&C world

Subject: Re: Let's talk about C&C3

Posted by [Tiesto](#) on Wed, 29 Nov 2006 16:55:07 GMT

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Crimson wrote on Tue, 28 November 2006 22:17Awesome. I am a Renegade devotee, as you know, so I haven't been following C&C3 much. I'm glad the feedback has been mostly positive thus far. Is there anything you've been wanting to know about the game?

(Sorry, this will all make sense in a couple weeks)

When is the Demo due out...and the requirements(already mentioned i know)

Subject: Re: Let's talk about C&C3

Posted by [CarrierII](#) on Wed, 29 Nov 2006 17:16:49 GMT

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I guessed that this was either being watched or fed back to EA. I also guess this message -may- be removed / edited.

Anyways, I should be fine for sys requirements, I want to know gameplay. Gameplay is what will make me buy it.

Subject: Re: Let's talk about C&C3

Posted by [Crimson](#) on Wed, 29 Nov 2006 20:39:09 GMT

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CarrierII wrote on Wed, 29 November 2006 10:16I guessed that this was either being watched or fed back to EA. I also guess this message -may- be removed / edited.

Anyways, I should be fine for sys requirements, I want to know gameplay. Gameplay is what will make me buy it.

Well, I don't know if they're watching, this was for me. I just can't tell you why just yet. It will all make sense in less than 2 weeks.

Subject: Re: Let's talk about C&C3
Posted by [warranto](#) on Wed, 29 Nov 2006 21:06:46 GMT
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Gasp

Crimson dumped Blazer for an EA employee just so she can influence the game!

Subject: Re: Let's talk about C&C3
Posted by [JeepRubi](#) on Wed, 29 Nov 2006 23:08:12 GMT
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I simply... cant wait.

I think the best part will be the FMVs, they have a lot of good actors.

Subject: Re: Let's talk about C&C3
Posted by [rm5248](#) on Thu, 30 Nov 2006 01:46:33 GMT
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Hey, I get it for free, so I'm happy.

The graphics look nice so far, although I'm sorta worried that it will go along like this:

EA: "LQKK!!! NEW C&C!!!!!"

Fan: "WOW!!! IT LOOKS COOL!!! I JUST SPENT \$50 BECAUSE THE GRAPHICS LOOK NICE!!!!!"

later....

Fan: "OMG THIS SUCKS!!! IT'S TOO BUGGY!!! GAMEPLAY SUCKS!!!!"

EA: "HA HA HA HA WE HAVE YOUR MONEY AND WE'RE NOT GOING TO CHANGE ANYTHING!!!!!"

Subject: Re: Let's talk about C&C3
Posted by [cmatt42](#) on Thu, 30 Nov 2006 01:46:49 GMT
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What I want to know is not about the game per se, it's more about EA. Do the employees enjoy making this game? Is the atmosphere as fun-loving as Westwood seemed to have been back in the day? Or is this just another project for them? I think the answers to these questions will play a major part in my attitude toward the game.

As for the game, I plan on buying it, unless a demo is released and I absolutely abhor it.

Subject: Re: Let's talk about C&C3
Posted by [terminator 101](#) on Thu, 30 Nov 2006 03:40:52 GMT
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cmatt42 wrote on Wed, 29 November 2006 20:46:1. Do the employees enjoy making this game?
2. Is the atmosphere as fun-loving as Westwood seemed to have been back in the day?
3. Or is this just another project for them?
1. Don't think so
2. Unlikely
3. I am afraid so

Subject: Re: Let's talk about C&C3
Posted by [sterps](#) on Thu, 30 Nov 2006 07:45:44 GMT
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Mammoth tanks are back for one .

Also the return of ingame videos and actors

Kane is back.

A sequel to my favourite RTS game.

The 3rd team better be the scrin.....
A possible conclusion to the story?

Subject: Re: Let's talk about C&C3
Posted by [Spoony](#) on Thu, 30 Nov 2006 08:39:19 GMT
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Terminator 101 wrote on Wed, 29 November 2006 21:40:cmatt42 wrote on Wed, 29 November 2006 20:46:1. Do the employees enjoy making this game?
2. Is the atmosphere as fun-loving as Westwood seemed to have been back in the day?

3. Or is this just another project for them?

1. Don't think so

2. Unlikely

3. I am arfraid so

You are absolutely dead wrong.

Subject: Re: Let's talk about C&C3

Posted by [Jecht](#) on Thu, 30 Nov 2006 13:58:31 GMT

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how do you know?

Subject: Re: Let's talk about C&C3

Posted by [Goztow](#) on Thu, 30 Nov 2006 14:35:03 GMT

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The November trailer is out!

It confirms the game will be released in March 2007.

Subject: Re: Let's talk about C&C3

Posted by [StealthEye](#) on Thu, 30 Nov 2006 15:43:16 GMT

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MaidenTy1 wrote on Thu, 30 November 2006 09:39 Terminator 101 wrote on Wed, 29 November 2006 21:40cmatt42 wrote on Wed, 29 November 2006 20:461. Do the employees enjoy making this game?

2. Is the atmosphere as fun-loving as Westwood seemed to have been back in the day?

3. Or is this just another project for them?

1. Don't think so

2. Unlikely

3. I am arfraid so

You are absolutely dead wrong.

I hope he is, but I fear he is not. It looks nice from what I have seen until now, but you can't really see the gameplay though... All I can do now is hope it will be good, so that's what I do.

Subject: Re: Let's talk about C&C3

Posted by [terminator 101](#) on Thu, 30 Nov 2006 21:10:22 GMT

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MaidenTy1 wrote on Thu, 30 November 2006 03:39 Terminator 101 wrote on Wed, 29 November 2006 21:40cmatt42 wrote on Wed, 29 November 2006 20:461. Do the employees enjoy making

this game?

2. Is the atmosphere as fun-loving as Westwood seemed to have been back in the day?
3. Or is this just another project for them?

1. Don't think so

2. Unlikely

3. I am arfraid so

You are absolutely dead wrong.

I really hope I am.

Subject: Re: Let's talk about C&C3

Posted by [Spoony](#) on Thu, 30 Nov 2006 23:22:52 GMT

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I really know you are.

Subject: Re: Let's talk about C&C3

Posted by [YSLMuffins](#) on Fri, 01 Dec 2006 04:42:30 GMT

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icedog90 wrote on Tue, 28 November 2006 23:05

It's too bad how lame the gameplay in Age of Empires III turned out.

I know, right? It just didn't have as much charm as Age 2.

Subject: Re: Let's talk about C&C3

Posted by [Carrierll](#) on Fri, 01 Dec 2006 17:29:47 GMT

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yeah, Age 3 graphics + age 2 gameplay = <3

considers making a mod...

OnT:

Well, in that case, it's because EA are going to extend an offer to the Ren community to be Beta testers!!! (lol)

Bah, I dunno.

Subject: Re: Let's talk about C&C3

Posted by [Tiesto](#) on Fri, 01 Dec 2006 18:18:17 GMT

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I would love to beta test C&C3...

Subject: Re: Let's talk about C&C3

Posted by [icedog90](#) on Fri, 01 Dec 2006 20:09:08 GMT

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Speaking of beta, there is an open multiplayer beta for Supreme Commander that is out right now (it's an RTS that is being made by the same people who did Total Annihilation, with the same project leader too). I only needed to play it for 10 minutes to figure out how freaking awesome it is.

Subject: Re: Let's talk about C&C3

Posted by [CarrierII](#) on Fri, 01 Dec 2006 22:29:36 GMT

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That game PWNED!

Subject: Re: Let's talk about C&C3

Posted by [jnz](#) on Sat, 02 Dec 2006 01:10:55 GMT

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i dont see what is wrong with Generals? can someone enlighten me?

Subject: Re: Let's talk about C&C3

Posted by [bigejoe14](#) on Sat, 02 Dec 2006 01:22:03 GMT

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help-linux wrote on Fri, 01 December 2006 18:10i dont see what is wrong with Generals? can someone enlighten me?

GRRR NO NOD OR GDI EA MAKE GAME AND USE CNC NAME ONLY FOR MONEY EA RAWR!

As an RTS game in itself, there was nothing really wrong with it. It was pretty solid and fun to play. The complaints come from the fact that it retained nothing from the previous C&C games, throwing out most of what made C&C recognizable and replacing it with generic RTS formulas that have been done to death.

Subject: Re: Let's talk about C&C3
Posted by [jnz](#) on Sat, 02 Dec 2006 01:38:19 GMT
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i wouldn't of though "Command and Conquer" would automatically assume the game has "Nod" and "GDI" in it? You command units such as the "Quad Cannon" (i love this one) and you "Conquer" other players with them.

Subject: Re: Let's talk about C&C3
Posted by [fl00d3d](#) on Sat, 02 Dec 2006 01:48:46 GMT
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I think EA was just trying to guarantee a successful product by leeching the C&C name. They knew it had absolutely nothing to do with the old C&C story lines, but thats what people were familiar with. Generals is a great game (and probably would have been even better if Westwood had made it), and Zero Hour is not bad either. Generals is very balanced in my opinion - and zero hour is somewhat balanced (easier to abuse the misbalances). C&C3 promises to be a great game and I definitely plan on buying it. I have purchased, played, defeated, and mastered every C&C game ever made and EA has just given me another one to tamper with. I truely hope it turns out to be a balanced RTS.

Subject: Re: Let's talk about C&C3
Posted by [bigejoe14](#) on Sat, 02 Dec 2006 04:13:14 GMT
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help-linux wrote on Fri, 01 December 2006 18:38i wouldn't of though "Command and Conquer" would automatically assume the game has "Nod" and "GDI" in it? You command units such as the "Quad Cannon" (i love this one) and you "Conquer" other players with them.
It just came as a shock to a lot of people when it was announced that it was going to be set in a modern warfare setting, as opposed to the Tiberian and Red Alert universes that we were used to from the past four games. And like I said, it didn't keep it from being a solid and fun RTS game, and the tasteless atmosphere the game had made it all the more fun for me.

Subject: Re: Let's talk about C&C3
Posted by [terminator 101](#) on Sat, 02 Dec 2006 07:09:03 GMT
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fl00d3d wrote on Fri, 01 December 2006 20:48Generals is very balanced in my opinion
In my opinion, it is not. Most of the time it is like this GLA>CHINA>USA>GLA
USA Examples:
Pathfinder/Ranger>(stealth)Rebel, stinger site,
Tomahawk>Buggy, Technical
China Examples:
Gatling Tank/Gattlink tower>All USA air units

MIG>pretty much any thing that USA has
GLA Examples:
Anthrax(shells)> Any chinese infantry
BombTruck can can easily get past all china defences(except for mines)

I can't think of any more examples because I have not played the game in some time, but it is basically like rock/paper/scissors

Subject: Re: Let's talk about C&C3
Posted by [jonwil](#) on Sat, 02 Dec 2006 13:07:17 GMT
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The problem I had with Generals is that the gameplay is more like Starcraft or Warcraft than any C&C game.
If C&C3 brings back the classic C&C gameplay, I will be happy.

Subject: Re: Let's talk about C&C3
Posted by [TheGunrun](#) on Sat, 02 Dec 2006 18:46:22 GMT
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If you want a more balanced Generals game, download my mod. Zero Hour Retarded. Shameless plug: <http://retarded.moddb.com>

Subject: Re: Let's talk about C&C3
Posted by [gufu](#) on Sun, 03 Dec 2006 15:30:23 GMT
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Also: if they game won't suck - it will be kinda boring without Frank Klepacki's music

Subject: Re: Let's talk about C&C3
Posted by [icedog90](#) on Mon, 04 Dec 2006 01:27:39 GMT
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Ummmmmm... have you not seen the trailers that have Frank's music in them? It makes it kind of obvious that they are using his music still, and that hopefully they will try to do it themselves.

Subject: Re: Let's talk about C&C3
Posted by [superj69](#) on Mon, 04 Dec 2006 03:00:30 GMT
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wow i kno this has been said b4 but is there any system requirements..... like im getting all excited over this stuff and by time it comes out ill go to buy it and be like noooooooooooooooooooooooooooooo my computer sux too much.

so could someone put my hopes down now and post the systeme requirements plzzzz

Subject: Re: Let's talk about C&C3
Posted by [Crimson](#) on Mon, 04 Dec 2006 05:05:53 GMT
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If I remember right, game makers don't generally post the requirements until the game is closer to completion.

Subject: Re: Let's talk about C&C3
Posted by [PlastoJoe](#) on Mon, 04 Dec 2006 05:45:44 GMT
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Look at the requirements for Generals. Then increase the disk size and the required video card. That's a beginning frame of reference.

Subject: Re: Let's talk about C&C3
Posted by [jonwil](#) on Mon, 04 Dec 2006 06:23:57 GMT
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Start with the system requirements for BFME2 and increase them a little and you will get an idea of what C&C3 will require.

Subject: Re: Let's talk about C&C3
Posted by [Ryu](#) on Mon, 04 Dec 2006 13:59:07 GMT
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/me adds a brand new custom pc to his christmas list.

Subject: Re: Let's talk about C&C3
Posted by [Canadacd](#) on Mon, 04 Dec 2006 18:15:28 GMT
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Time to replace my good ol' 5200FX...

Subject: Re: Let's talk about C&C3

Posted by [icedog90](#) on Mon, 04 Dec 2006 18:15:57 GMT

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ew...

Subject: Re: Let's talk about C&C3

Posted by [Carrierll](#) on Mon, 04 Dec 2006 19:52:56 GMT

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/me is perfectly happy with his X1650 Pro 512MB

<3 Processor needs changing though, P4D... hmmpmh.

OnT: I'm sure they can get the music to sound good

Subject: Re: Let's talk about C&C3

Posted by [bandie63](#) on Mon, 04 Dec 2006 22:18:20 GMT

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I really hope they have a new version of Hell March.

Subject: Re: Let's talk about C&C3

Posted by [Canadacdn](#) on Mon, 04 Dec 2006 22:29:46 GMT

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I really hope they don't, because they'd fuck it up somehow.

Subject: Re: Let's talk about C&C3

Posted by [icedog90](#) on Mon, 04 Dec 2006 23:18:03 GMT

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I really hope they don't, because Hell March belongs to the Red Alert universe, not the Tiberian universe.

Subject: Re: Let's talk about C&C3
Posted by [superj69](#) on Tue, 05 Dec 2006 00:18:16 GMT
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does it rly matter a good song is a good song?

Subject: Re: Let's talk about C&C3
Posted by [Goztow](#) on Tue, 05 Dec 2006 07:21:58 GMT
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The songs are there to create a complete atmosphere. The RA-atmosphere is so different from the C&C-atmosphere.

Subject: Re: Let's talk about C&C3
Posted by [Tiesto](#) on Tue, 05 Dec 2006 16:52:25 GMT
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Tbh music isn't that important...THE GAMEPLAY IS MORE IMPORTANT. I'll be listening to my own music when i'm playing anyway.

Subject: Re: Let's talk about C&C3
Posted by [warranto](#) on Tue, 05 Dec 2006 17:00:49 GMT
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Trust me, when you get a truly pathetic soundtrack, music becomes very important. The best kind of music, be it during movies or games, is one that blends well enough that you never really notice it unless you look for it.

Subject: Re: Let's talk about C&C3
Posted by [Dave Mason](#) on Tue, 05 Dec 2006 20:06:02 GMT
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I just pre-ordered it.

Subject: Re: Let's talk about C&C3
Posted by [bandie63](#) on Tue, 05 Dec 2006 20:51:10 GMT
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icedog90 wrote on Mon, 04 December 2006 19:18I really hope they don't, because Hell March belongs to the Red Alert universe, not the Tiberian universe.

I'm not so sure. In my opinion, the original Hell March could have fit with Tiberium Dawn just as easily with Red Alert. If they actually tried, they could do a good job of it, but then again, there's not much hope of that.

Subject: Re: Let's talk about C&C3
Posted by [Nightma12](#) on Tue, 05 Dec 2006 21:59:49 GMT
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the C&C3 trailer has hell march on it

Subject: Re: Let's talk about C&C3
Posted by [icedog90](#) on Tue, 05 Dec 2006 23:32:34 GMT
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I've seen many C&C 3 trailers and I don't recall any of them using Hell March.

In my opinion, Hell March ONLY belongs to Red Alert. It gives Red Alert that Red Alert atmosphere. I can't see how it could blend into the Tiberian Universe.

Subject: Re: Let's talk about C&C3
Posted by [bandie63](#) on Wed, 06 Dec 2006 01:43:39 GMT
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Nightma12 wrote on Tue, 05 December 2006 17:59the C&C3 trailer has hell march on it

I thought that song sounded similar. That's actually why I made that post. It's my all time favorite video game soundtrack song.

Subject: Re: Let's talk about C&C3
Posted by [superj69](#) on Wed, 06 Dec 2006 05:18:28 GMT
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Acey#GW wrote on Tue, 05 December 2006 10:52Tbh music isn't that important...THE GAMEPLAY IS MORE IMPORTANT. I'll be listening to my own music when i'm playing anyway.

your totally right thats the way to go, how can you rly complain with music that you, yourself likes.

Subject: Re: Let's talk about C&C3
Posted by [xptek](#) on Wed, 06 Dec 2006 05:25:32 GMT
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Nightma12 wrote on Tue, 05 December 2006 16:59the C&C3 trailer has hell march on it

That's not a good thing.

Hell March has nothing to do with the Tiberium universe.

Subject: Re: Let's talk about C&C3

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 07 Dec 2006 00:17:48 GMT

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Frankly I don't care too much about C&C 3, as I prefer Shooters over Strategy games.

I own all of the C&C Games in their official disks (not that first decade crap) and it is the game series I have loved most as a kid, and even now as a teenager.

However the C&C game I enjoyed most was Renegade. That's because it mixes my love for the series and my favourite genre. Personally, I'd prefer a new Renegade over even three new RTS games. And I'm saying this as a deep, "from the start" fan of the series.

Subject: Re: Let's talk about C&C3

Posted by [icedog90](#) on Thu, 07 Dec 2006 00:22:45 GMT

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I personally like RTS games much more than FPS games. Partly because I grew up playing that genre the most. Secondly, they require much more mind power.

Subject: Re: Let's talk about C&C3

Posted by [terminator 101](#) on Thu, 07 Dec 2006 14:55:45 GMT

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Does that mean that you don't really like Renegade?

Subject: Re: Let's talk about C&C3

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 07 Dec 2006 20:44:39 GMT

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icedog90 wrote on Wed, 06 December 2006 19:22I personally like RTS games much more than FPS games. Partly because I grew up playing that genre the most. Secondly, they require much more mind power.

Yeah as I said, I've grown up with the series. I've played each of the C&C games thousands of times, which means the vast majority of my C&C time is playing the RTS games. I just find

Renegade to be the funnest of them all, because it takes the C&C series to ground level. You fight you enemies face to face instead of hovering above them.

Most FPS don't require any mind power, take CS as an example. You just walk around and shoot on instict. Part of the reason why I liked this game was the amount of strategy and organization required in a clanwar (repair buddies, flankers, long ranged groups, distractions, rushes, etc). So you're basically using your mind a lot as well, trying to figure out ways to get passed their forces, clear the field, or strike their base directly.

What EA needs to do is recreate a new FPS, but not repeat the numerous problems and mistakes they've made in Renegade. It's a great concept until now, if a sequal was executed properly I think it would be a big hit.

Subject: Re: Let's talk about C&C3
Posted by [warranto](#) on Thu, 07 Dec 2006 20:55:18 GMT
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The only real mistake EA made was rushing the product out the door before it was complete.

Someone has a readme that had everything that was planned, begun, but not enough time to impliment before shipping.

Subject: Re: Let's talk about C&C3
Posted by [Jecht](#) on Thu, 07 Dec 2006 22:52:23 GMT
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That and the fact that many of their games have a lack up updates. The game I play now: Guild Wars has an update sometimes several times a week, and there isn't a monthly fee either.

Subject: Re: Let's talk about C&C3
Posted by [warranto](#) on Thu, 07 Dec 2006 22:57:13 GMT
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I don't know if you can count Support policies as mistakes...

Subject: Re: Let's talk about C&C3
Posted by [icedog90](#) on Thu, 07 Dec 2006 23:44:54 GMT
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Terminator 101 wrote on Thu, 07 December 2006 06:55Does that mean that you don't really like Renegade?

Nope. I love Renegade. It's just been almost a year since I played it, but I'll get back to it sometime soon.

Subject: Re: Let's talk about C&C3
Posted by [cmatt42](#) on Fri, 08 Dec 2006 00:59:35 GMT
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icedog90 wrote on Mon, 04 December 2006 19:18...Hell March belongs to the Red Alert universe, not the Tiberian universe.
You know that Frank wrote Hell March during the production of the Covert Ops, right? I'd say sure, it's more of a Red Alert feel, but it's not entirely inspired by Red Alert. It's the exact opposite, really.

Subject: Re: Let's talk about C&C3
Posted by [Crimson](#) on Sat, 09 Dec 2006 02:06:04 GMT
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<http://www.forumplanet.com/planetcnc/topic.asp?fid=19062&tid=1986919>

System Spec information

Subject: Re: Let's talk about C&C3
Posted by [superj69](#) on Sat, 09 Dec 2006 05:14:32 GMT
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wow i rly rly rly do need a new computer out of my 2 comps my better one has a 900mhz processor,220 gb hardrive, 512 mb ram, and im not sure about the vid card

does ne one kno what the average price for a decent comp is nowadays?

Subject: Re: Let's talk about C&C3
Posted by [trooprm02](#) on Sun, 10 Dec 2006 00:53:34 GMT
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superj69 wrote on Fri, 08 December 2006 23:14wow i rly rly rly do need a new computer out of my 2 comps my better one has a 900mhz processor,220 gb hardrive, 512 mb ram, and im not sure about the vid card

does ne one kno what the average price for a decent comp is nowadays?

you can get a sick comp for like 600\$ US

Subject: Re: Let's talk about C&C3

Posted by [Crimson](#) on Mon, 11 Dec 2006 15:43:26 GMT

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jonwil wrote on Mon, 27 November 2006 20:17As long as its moddable, I will be happy
At a mininum they need to release an importer plugin and a map editor/worldbuilder. I see no
techical reason why they cant include the same map editor, importer plugin, w3d viewer and tools
as they used internally right there on the CD (given what was done for then the BFME2 SDK, the
changes required to make them releaseable would probably be minimal)

Even if EA dont release an importer, I am sure people will try and use the BFME2 SDK with it (like
the renegade SDK being used for Generals)

From what I gathered at our dinner last night, the game will almost certainly include a worldbuilder
in the initial release. The rest would come shortly thereafter if not better. There are several
modding communities represented at this thing, so I'm sure they wouldn't have invited so many of
them if they were going to let them all down.

Subject: Re: Let's talk about C&C3

Posted by [PlastoJoe](#) on Mon, 11 Dec 2006 18:13:41 GMT

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Hopefully they'll combine the Tiberian Sun and Red Alert(2) options for Skirmishes. I liked how
you could randomize the Tib Sun environments, which is something RA2 could have used. But at
the same time, RA2 let you choose the type, color, and location of your enemies, not to mention
create allies, which Tib Sun could have used. If Tiberian Wars has both, or if EA or someone
releases a patch to incorporate the missing elements into the older games (very unlikely), I'll be
very happy.
