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Subject: Could we possibly implement the new game modes into c&c3?

Posted by [JeepRubi](#) on Fri, 20 Apr 2007 11:53:40 GMT

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Im not 100% sure if its possible but from the looks of it...

<http://forums.ea.com/mboards/thread.jspa?threadID=212772>

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Subject: Re: Could we possibly implement the new game modes into c&c3?

Posted by [Dave Anderson](#) on Fri, 20 Apr 2007 17:19:34 GMT

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I think those are just things used for singleplayer/advanced scripting.

OT: What Visual Style are you using?

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Subject: Re: Could we possibly implement the new game modes into c&c3?

Posted by [JeepRubi](#) on Fri, 20 Apr 2007 20:24:50 GMT

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Ive forgotten what it is called because all it sais for the style is AA.

Anyway, these ARE the scripted things for the Xbox360 version and they are using the same map files,so the PC ones have hidden things for the different game types. Im guessing that they hid the feature somewhere either in the map or in the menue to the game. Im also guessing that if they included all the models in the PC version then they probably included the rest of the scripting and such. All someone needs to do is try and hack the game and get these re-enabled. It would be really cool if this could be done for the person that is hosting and the participants would not have to download anything.

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Subject: Re: Could we possibly implement the new game modes into c&c3?

Posted by [nopol10](#) on Sun, 22 Apr 2007 01:42:56 GMT

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Or maybe EA will release a patch to enable these modes and claim that they planned it all along.

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Subject: Re: Could we possibly implement the new game modes into c&c3?

Posted by [Nukelt15](#) on Sun, 22 Apr 2007 04:18:01 GMT

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Or they'll do the typical EA thing and release them in an "expansion pack" a few months down the road.

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Subject: Re: Could we possibly implement the new game modes into c&c3?

Posted by [JeepRubi](#) on Sun, 22 Apr 2007 18:39:27 GMT

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Yea, ittle probably be in an expansion, even if it only had those and one more unit for each side I would buy it since it has the c&c name on it

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