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Subject: Re: C&C 3

Posted by [Sir Phoenixx](#) on Tue, 25 Apr 2006 13:18:44 GMT

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They better give Nod their nukes(I want the ability to be able to make another nuke, maybe very expensive or whatever, but you shouldn't be limited to only a single missile) back, but this time with the flash before the cloud is shown instead of after. The mushroom cloud should just stay there and keep rising and getting thinner and higher until it dissipates, instead of disappearing almost instantly. No ridiculously bright neon green coloring around the explosion to show radiation, maybe a slight green tint to the areas if they need to just so players can see it. Soldiers walking into it without protective radiation suits start constantly losing health until they're "cured". They'd need to be brought back to a hospital at that side's base (like the hospital in TD, but buildable with a medium capacity, depending on tech level/upgrades).

I'd also like upgrades for all buildings, like 3 or something max (depending on the tech level of the game you're in), rather it is an armor, capacity, build speed, etc. upgrade. You could go to the War Factory and choose two build capacity upgrades and an armor upgrade. Or the guard tower/turret and choose an armor upgrade, and a fire power and fire rate upgrade.

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