
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.
