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Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [icedog90](#) on Wed, 28 Feb 2007 08:27:25 GMT

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I didn't play the demo much at all, but after reading everything you guys are discussing and recalling what I saw in the demo, I'm beginning to realize how this feels a lot like Generals. It doesn't feel completely like it, but it definitely has many elements. I think part of the reason is because it's still based on the SAGE engine. I don't know what EA was thinking when they decided to remove the walls, the proper shroud, the left clicking, THE RADIO, and other things. Even the cut-scenes don't really do justice. I think all of the actors overact, including Kane, not because of themselves but because of how EA directed them. I played all of the C&C games since I was 8... I have a pretty good idea of how they feel. They just totally lack what the original ones had.

Not everything is bad, but there are more bad things than I expected.

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