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

Posted by [Sir Phoenixx](#) on Wed, 28 Feb 2007 13:41:40 GMT

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Quote:Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:We also felt that Generals was pioneering this awesome macro ability. Now instead of being able to tell each unit what to do individually, you can control whole squads of infantry with a single click! Because 6 people taking 6 direct hits to die is less stupid then 1 person taking 6 direct hits to die? It's only a visual change.What part of NOT unique do you understand? It's a visual change that was not needed.

Apparently the same part that you don't understand. How many RTS games have squads instead of individual units? Maybe a dozen or so (only 2 that I know of, Rise of Nations and Company of Heroes)? Out of hundreds that use individual units. Which way is more unique then?

Quote:Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:Oh yeah, and it has a real C&C plotline, but I don't think that's a good thing.

This game is not C&C. This game is Generals with Tiberium.

You're ranting about it being bad because it has a few different features then C&C games, but it having a "real C&C plotline" is somehow bad?

No, I'm ranting about it being bad because it has many different features than C&C games and thus doesn't deserve the real C&C plotline.

You mentioned 4 actual differences, 1 of which (the mouse thing) will be only optional, and 1 will be fixed in a patch or at least a mod. I fail to see how 2, maybe 3 permanent differences would qualify as "many". There were more differences between TS and TD.

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