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Subject: Re: C&C 4 Coming!!!!

Posted by [Dover](#) on Fri, 14 Aug 2009 11:02:13 GMT

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Nukelt15 wrote on Wed, 12 August 2009 21:45: Until somebody gives me terrain deformation again, it's still all a step backwards from TS. That one feature alone added a depth that simply doesn't exist in the newer games- to say nothing of the other environmental hazards. Forget all the pre-release bullshit promises for one second and the game still has more depth than the entire rest of the series- combine the environments and dynamic terrain from TS with newer features like garrisoning and you'd have a real winner.

If, that is, you didn't ruin it all by putting in too many and too powerful superweapons and epic units, too few defensive units, structures, and abilities, combined with obscenely fast build rates and weak-as-paper structure armor. Which EA would.

Too few defensive units/structures? Hah. I bet you were one of the people who bitched on and on about the Scrin air units out-ranging your air defense, huh? Fast build rates? Welcome to 2009, we've come a far way from WarCraft 1. Superweapons keep the game from becoming a macro-fest of "Who can produce the most Medium Tanks?", and epic units open up new strategies (Like dropping a mothership on the enemy base). Options are invariably good.

And for that matter, Terrain deformation didn't do anything for the game besides piss me the fuck off. Whatever you might think, that one feature didn't give the game any depth at all, and any attempt to bring realism to Tiberian Sun is a lost cause.

In short, L2RTS.

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