
Subject: Re: Which C&C Game Started It For You?
Posted by [Goztow](#) on Mon, 21 Dec 2009 07:27:06 GMT
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m1a1_abrams wrote on Mon, 21 December 2009 07:31Goztow wrote on Sun, 20 December 2009 17:20Tiberian Dawn demo -> Red alert 1 -> RA 2 -> Renegade -> Tib Dawn -> Tib Sun -> C&C 3 -> KW -> RA3

Haha, that's almost the same as me. I played the C&C 1 demo to death, off some PC magazine cover disk, but I couldn't afford to buy the full game because I was just a kid. I didn't manage to get hold of the full game until much later.

Part of the fun was making those demo missions last as long as possible. Especially the one where you had a full base and you started with six Mammoth Tanks that you couldn't replace. I was disappointed to find that the real version of the mission just gave you some Medium Tanks instead. But even with the Mammoth Tanks, I would find that mission really hard. The Obelisk would keep getting rebuilt and I couldn't figure out that it would stop if you killed the Construction Yard.

I obviously also played nearly all expansion packs, just forgot to add them .

Yeah, the demo came with no instructions at all, really. I remember that I kept getting "silo's needed" and couldn't figure out wtf they wanted. I also remember finding out on accident after i already played a LOT of games that you could scroll down the list in the vertical scrollbar .
