
Subject: Re: DONT EVEN BOTHER TO PLAY C&C4. or buy
Posted by [GEORGE ZIMMER](#) on Fri, 01 Jan 2010 21:17:28 GMT
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surth? / surth! wrote on Fri, 01 January 2010 14:52
GEORGE ZIMMER wrote on Fri, 01 January 2010 15:12
pawkyfox wrote on Fri, 01 January 2010 13:59
HaTe wrote on Fri, 01 January 2010 12:08
It is only the beta though.

Even if it is, I doubt they will change the core gameplay mechanics they have been advocating. i.e, crawlers, no tib fields, no harvs, no bases etc etc
Yeah, unless they manage to throw in a new multiplayer game mode, it doesn't look too promising. I can deal with the crawlers thing, and the no tib fields (despite tiberium being a huge story thing), and the no harvs. But no bases? What?

And the scale in general seems so much smaller... unit caps, etc. That's just bullshit.

I like the LOOKS of things, and I like how they're placing emphasis on more tactical combat- but they don't need to get rid of bases and make it feel like an RTS version of battlefield...
am i the only one who thinks this sounds like a WiC-ripoff?
It seems to be, yeah. Atleast the teams are unique, though. That pissed me off SO MUCH in WiC- the teams were so generic, and had no real differences other than different models.
