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Subject: Re: What should C&C3 have been?

Posted by [GEORGE ZIMMER](#) on Mon, 22 Feb 2010 23:48:13 GMT

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Agreed with pretty much everything ya said there, but lemme pick out a small little bit here.

[NEFobby[GEN] wrote on Mon, 22 February 2010 17:35]

-No Scrin: Personally, I think the whole "aliens invading the earth" thing has been way overdone. Westwood originally wanted CABAL as the third faction; this could've been a lot more interesting. While CABAL was definitely intended to be a third faction, the Scrin clearly were meant to have more involvement. HOWEVER, they should have been introduced in an entirely different fashion. Rather than a third, playable faction, they should have been WAY more ominous and foreboding. Something of a plot device that CABAL or Kane would use as a method of bringing about the destruction of the Earth (or, well, terraforming it, whatever).

Personally, I LOVED how the Scrin were in TD (a small, tiny spacecraft), Renegade (an outright crashed UFO being investigated by Nod), and in TS (a remade ship, as well as being more or less hinted at than directly mentioned and appearing). They should have continued along a similar path, possibly with the end being something along the lines of Nod and/or GDI discovering that there are more scout ships patrolling around Earth's atmosphere or something (which would hint at a very imminent invasion).

I really did hate how the Scrin just outright invaded in C&C3, but I still like the idea of them.

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