
Subject: Re: Command And - - 4
Posted by [nopol10](#) on Wed, 24 Mar 2010 10:12:03 GMT
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nikki6ixx wrote on Wed, 24 March 2010 01:12GEORGE ZIMMER wrote on Tue, 23 March 2010 06:38

I'd prefer this shit over C&C3 any day...

C&C fans really shouldn't have pick their favorites based on which one sucks the least. That sadness should only be reserved for people who love Sonic.

I was reading Destructoid's review of the game (30% rating) and was amazed that you have to 'level up' in order to unlock units and perks...

In an RTS? Seriously?

That means you're screwed down the line in later missions because you likely won't have the needed units to counter the enemies new toys. What idiocy.

Just to get the facts straight, you can counter units unlocked at a high level with low level stuff. (Titans (which are effectively low level laser tanks) vs Leviathans (high level capital ships)) The game is actually very sound balance wise, what people have gripes about are the leveling system (being more of a hindrance rather than serving any purpose), gameplay and story.
