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Subject: C&C FPS

Posted by [smwScott](#) on Mon, 25 Aug 2003 21:30:33 GMT

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Red Alert 1. And at least during the single player I would like it to be a TRUE C&C game. Like you have to escort an MCV to a certain location where it is suitable to build a base (either through being a tank, sniper cover, whatever). Then you actually see the MCV deploy and begin building up the base, once certain structures are up you can acquire certain things from it. They could have sub-missions inside of the large ones, such as blowing up SAM sites on one area and returning when more of the base was finished to receive more weapons/gadgets and then get another mission, etc. Rens single player was decent, but it wasn't very C&Cish besides the units and plot.

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