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Subject: Played the new C&C at E3

Posted by [djlaptop](#) on Thu, 13 Jun 2013 15:41:05 GMT

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Here's my E3 gallery: <http://imgur.com/a/R1xkY#0>

Here are just a few pics from the C&C event/booth itself: <http://imgur.com/a/FXBRr>

I played the game for about 20 minutes. It was pretty intense, because the waves of AI attack were just NON STOP. It gives you a countdown when the waves are coming, which sorta defeats the point.

Granted, I didn't know any of the units, but I did a decent job defending my base and attacking the enemy base for about 15 minutes until one of the waves finally overtook me. I definitely could feel that there was a lot of strategy to it that I just wasn't getting.

It's graphically beautiful and the audio is well done as well. But the big question: WAS IT FUN? Meh. It was okay. But I can't say that I had a huge amount of FUN the way I did with the oldschool C&C games. Maybe I just need to understand the units more or try some of the other gameplay types (like head-to-head multiplayer), but this one didn't really jump out at me. 20 minutes on this gameplay type was not enough to really draw me in.

The other point that some gamers care about: I confirmed with the lead of the project that there IS NO OFFLINE PLAY. All gameplay occurs on an EA server through Origin. He spun it as a feature (it prevents cheaters and saves your games, etc), but we all know that it's really a form of DRM. Hopefully they learned their lesson from Sim City and will have enough servers on launch day.

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