
Subject: C&C 3

Posted by [KikAs420](#) on Tue, 18 Apr 2006 23:49:51 GMT

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Has anyone seen the info about C&C 3? I was looking at planet C&C when i noticed an announcement from HeXetic stating that on pc gamer magazine for june,C&C 3 is announced. If you haven't read this check it out .

<http://planetcnc.gamespy.com>

Subject: Re: C&C 3

Posted by [Dover](#) on Tue, 18 Apr 2006 23:54:57 GMT

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Hmm, no info on the game itself though? That sucks. I'll probably be a bastardized C&C like Generals was...

Subject: Re: C&C 3

Posted by [Aprime](#) on Tue, 18 Apr 2006 23:55:25 GMT

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Uh, wow.

Subject: Re: C&C 3

Posted by [Dave Mason](#) on Tue, 18 Apr 2006 23:56:14 GMT

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So I hear they're making Renegade 2!

Subject: Re: C&C 3

Posted by [cmatt42](#) on Wed, 19 Apr 2006 00:03:25 GMT

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I hope I'm getting that issue; my aunt just resubscribed me...

Subject: Re: C&C 3

Posted by [Dover](#) on Wed, 19 Apr 2006 00:06:18 GMT

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OT: Renegade 2 would kick ass. Imagine Renegade 1, only with better graphics and none of it's hinderances, like lack of fixed-wing aircraft, and AI that isn't as dumb as Monkey_Bone. Maybe even a single player campagin for Nod?

But C&C 3, new race...The Scrin? I don't see how they can put the Scrin in and keep the game balanced...

Subject: Re: C&C 3

Posted by [AmunRa](#) on Wed, 19 Apr 2006 00:10:31 GMT

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time to wait... I'm sure it will take forever

Subject: Re: C&C 3

Posted by [KikAs420](#) on Wed, 19 Apr 2006 00:42:41 GMT

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Supposedly 2007 but we know how EA is never on time

Subject: Re: C&C 3

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 19 Apr 2006 00:45:30 GMT

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http://www.cnc-source.com/forums/index.php?act=ST&f=40&a_mp;t=4769&st=0

Do I see the word "SHOOTERS" on the top left beside Genre?!

Subject: Re: C&C 3

Posted by [sterps](#) on Wed, 19 Apr 2006 01:28:29 GMT

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Why do i see the USA emblem from generals on the back of orcalooking aircraft.....

Nice spotting goarmy

Subject: Re: C&C 3

Posted by [cmatt42](#) on Wed, 19 Apr 2006 01:37:00 GMT

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I don't know, but it does say something about "...GDI's Orca gunship..." in the description.

Subject: Re: C&C 3

Posted by [Kanezor](#) on Wed, 19 Apr 2006 01:43:24 GMT

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Just as long as you can see more than four to six buildings of your base at any given time. Oh, and as long as it's not as laggy as Generals. And as long as it still uses WOL (ermm, XWIS), unlike Generals. And as long as it's in the Tiberium universe rather than the Red Alert universe.

Subject: Re: C&C 3

Posted by [Kamuix](#) on Wed, 19 Apr 2006 01:46:14 GMT

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And aslong as EA learned atleast something about C&C games over the past few years

Subject: Re: C&C 3

Posted by [Kanezor](#) on Wed, 19 Apr 2006 01:52:04 GMT

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Kamuix wrote on Tue, 18 April 2006 18:46And aslong as EA learned atleast something about C&C games over the past few years

Capitalistic corporation learning something? Only thing they will have learned is how to make a game in a year and completely drop support in a twelfth of the time.

Subject: Re: C&C 3

Posted by [Chronojam](#) on Wed, 19 Apr 2006 02:24:08 GMT

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It's a good thing everybody here likes Generals!

Subject: Re: C&C 3

Posted by [Renx](#) on Wed, 19 Apr 2006 02:28:17 GMT

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It is certain this will be nothing like C&C. Just looking at the logo will tell you that.

Subject: Re: C&C 3

Posted by [TheGunrun](#) on Wed, 19 Apr 2006 03:59:15 GMT

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Hey, what if they decided to combine all the c&c universes into one big one with C&C3? That would be funny and might make a good game

Subject: Re: C&C 3

Posted by [icedog90](#) on Wed, 19 Apr 2006 04:02:14 GMT

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Guys, if you actually look closely, that logo isn't the same.

Subject: Re: C&C 3

Posted by [Goztow](#) on Wed, 19 Apr 2006 06:59:35 GMT

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Happyness overload!

Subject: Re: C&C 3

Posted by [Kamuix](#) on Wed, 19 Apr 2006 08:07:22 GMT

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Maybe its the new GDI logo :\. Even though i kinda doubt it.

Subject: Re: C&C 3

Posted by [nopol10](#) on Wed, 19 Apr 2006 09:10:32 GMT

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That logo is still not the good old GDI logo. I suspect they just took that asset out of generals and crapped up a texture. I wouldn't be buying it if everything changed (it looks like it.)

EA will never learn.....

Subject: Re: C&C 3

Posted by [kreimkouk](#) on Wed, 19 Apr 2006 12:25:13 GMT

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Lol no one likes ea?
And yes if you look close its not the same logo.
Have some trust in these guys! (generals wasnt bad!)

Subject: Re: C&C 3
Posted by [JeepRubi](#) on Wed, 19 Apr 2006 13:09:22 GMT
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They might be trying to fill in the gap between generals and the tiberian universe.

Subject: Re: C&C 3
Posted by [PlastoJoe](#) on Wed, 19 Apr 2006 13:14:30 GMT
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I'd rather they fill in the gap between the Red Alert and Tiberian universes. Generals seems way too far out there to make it work.

It might be that for those models they used concept stuff from Generals, which is why the very similar logo would be there.

Subject: Re: C&C 3
Posted by [JeepRubi](#) on Wed, 19 Apr 2006 13:17:50 GMT
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Could it be the Allied logo from RA?

Subject: Re: C&C 3
Posted by [Sir Phoenixx](#) on Wed, 19 Apr 2006 13:27:26 GMT
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<http://darkzero.co.uk/news.php?newsid=9354>

Quote:According to the PC Gamer article the story behind the new C&C game revolves around the world been thrown into chaos due to the spread of Tiberium. As a result 20% of the Earth's surface has become Tiberium-infested and is now inhospitable (these areas are Red Zones). Tiberium hasn't fully taken hold of 50% of the Earth (these areas are Yellow Zones) and the rest of the Earth is more or less safe (these areas are called Blue/Green zones) this area is also where the GDI is headquartered. The GDI is trying to prevent the spread of Tiberium and convert the Yellow Zones to Blue Zones. The only other information the article give us is that the game will use the SAGE engine (from C&C Generals) but it will be heavily modified. It also says Kane will be

returning and Live-action scenes will be making a comeback to the C&Cverse .

EA also promises C&C3 will evolve real-time strategy games as we know them today but will also be faithful sequel to the series. Not much else is known about the title, but we expect loads more information will be presented during the week of E3. We also expect the game will play a big part of EA's plans at the show itself.

Subject: Re: C&C 3

Posted by [DarkDemin](#) on Wed, 19 Apr 2006 13:38:45 GMT

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Finally EA realizes that the live action scenes are a good thing.

Subject: Re: C&C 3

Posted by [Demolition man](#) on Wed, 19 Apr 2006 13:49:10 GMT

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Chronojam wrote on Wed, 19 April 2006 02:24

It's a good thing everybody here likes Generals!

Maybe GDI and Nod merged since they were fighting vs cabal...

And the new race is cabal with the aliens...

Subject: Re: C&C 3

Posted by [Kanezor](#) on Wed, 19 Apr 2006 15:08:11 GMT

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kreimkouk wrote on Wed, 19 April 2006 07:25Lol no one likes ea?

And yes if you look close its not the same logo.

Have some trust in these guys! (generals wasnt bad!)

No one likes EA.

Maybe you liked Generals, but anyone who likes C&C knows that Generals was only another way for EA to rip us off. It had absolutely nothing to do with either the Red Alert universe or the Tiberian universe.

Subject: Re: C&C 3

Posted by [WNxCABAL](#) on Wed, 19 Apr 2006 15:30:48 GMT

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Well people, say Hello! To Tiberium Wars!

Subject: Re: C&C 3

Posted by [Lijitsu](#) on Wed, 19 Apr 2006 15:32:23 GMT

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Er... Got an English version on you? My German isn't to good.

Subject: Re: C&C 3

Posted by [Cat998](#) on Wed, 19 Apr 2006 15:39:24 GMT

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It isn't german

Subject: Re: C&C 3

Posted by [Lijitsu](#) on Wed, 19 Apr 2006 15:43:30 GMT

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Dutch, whatever. Either way, I don't know the language.

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Wed, 19 Apr 2006 16:29:41 GMT

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Hmm...closer I think. But judging by what Phenixx posted, it's probably not crossing over there.

-RA: 1950s
-RA2: 1970s
-RA/TS crossover: 1980s-1990s
-Original C&C: late 1990s-early 2000s
-C&C 3: ?
-Tiberian Sun: 2030s

Subject: Re: C&C 3

Posted by [General Havoc](#) on Wed, 19 Apr 2006 17:38:03 GMT

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If anyone missed the GS article, here it is:

http://www.gamespot.com/pages/news/show_blog_entry.php?topic_id=24536748

Subject: Re: C&C 3

Posted by [idebo](#) on Wed, 19 Apr 2006 18:34:48 GMT

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I'll get that mag asap.

Subject: Re: C&C 3

Posted by [Kamuix](#) on Wed, 19 Apr 2006 19:09:06 GMT

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O_o General Havoc!! I dreampt of the day you would return!

Subject: Re: C&C 3

Posted by [DrasticDR](#) on Wed, 19 Apr 2006 19:16:46 GMT

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Heres a close up of the logo

Subject: Re: C&C 3

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 19 Apr 2006 19:52:51 GMT

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That skull on his helmet does sort of look like a Dead-6 logo..

Subject: Re: C&C 3

Posted by [rm5248](#) on Wed, 19 Apr 2006 21:18:17 GMT

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That close up looks like an eagle flying out of it... If you turn the GDI logo around, it could look like that. =/

Subject: Re: C&C 3

Posted by [Chronojam](#) on Wed, 19 Apr 2006 22:59:22 GMT

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<http://www.apathbeyond.com/forum/index.php?showtopic=8310&st=165#entry165381>

More news, scans, and I've posted what's likely the concept art they're going to be basing things on..

Subject: Re: C&C 3

Posted by [Aprime](#) on Wed, 19 Apr 2006 23:21:18 GMT

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Starcraft meets Command and Conquer + sex with Dawn of War.

Subject: Re: C&C 3

Posted by [icedog90](#) on Thu, 20 Apr 2006 02:00:35 GMT

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At least they're doing the live action cut-scenes. I missed those, and it's kind of faithful of them to do so. But then, it's more for them to screw up pretty easily.

I honestly don't want to make myself believe right away that it will suck. No matter how many times they screw things up, and no matter how much I hate the company, I always feel like hoping they continue the C&C series without screwing it up so freaking much.

Subject: Re: C&C 3

Posted by [TheGunrun](#) on Thu, 20 Apr 2006 02:05:15 GMT

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http://i63.photobucket.com/albums/h129/codecat42/cnc3pcg_cov_er.jpg
http://i63.photobucket.com/albums/h129/codecat42/cnc3pcg_pag_e1.jpg
http://i63.photobucket.com/albums/h129/codecat42/cnc3pcg_pag_e2.jpg
http://i63.photobucket.com/albums/h129/codecat42/cnc3pcg_pag_e3.jpg
http://i63.photobucket.com/albums/h129/codecat42/cnc3pcg_pag_e4.jpg
http://i63.photobucket.com/albums/h129/codecat42/cnc3pcg_pag_e5.jpg
http://i63.photobucket.com/albums/h129/codecat42/cnc3pcg_pag_e6.jpg
http://i63.photobucket.com/albums/h129/codecat42/cnc3pcg_pag_e7.jpg

Here ya go XD

Subject: Re: C&C 3

Posted by [Jaspah](#) on Thu, 20 Apr 2006 02:24:47 GMT

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So it is the Brotherhood of NOD now.

Subject: Re: C&C 3

Posted by [Coolrock](#) on Thu, 20 Apr 2006 02:26:41 GMT

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Your welcome for getting those scans =P

I really hope they don't screw this up.

Subject: Re: C&C 3

Posted by [Dover](#) on Thu, 20 Apr 2006 03:52:35 GMT

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Even if they do, they can't completely kill it's value. The fact that it has "Command & Conquer" in the title, and is even a half-assed attempt at another game will make it worthwhile.

My biggest fear is that they'll scrap the whole thing. That would suck...

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Thu, 20 Apr 2006 05:18:45 GMT

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Takes place in 2047? And only 20% of the land is inhospitable? Tiberian Sun was 20-ish years prior and it was a lot more than that covered by tiberium. Maybe GDI made a lot of progress with it in that time.

Kinda sucks for Solomon and the Philadelphia though.

Subject: Re: C&C 3

Posted by [icedog90](#) on Thu, 20 Apr 2006 05:44:50 GMT

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http://i63.photobucket.com/albums/h129/codecata42/cnc3pcg_pag_e3.jpg

Read that. It seems like EA has actually put in some effort so far.

" 'We've researched the way Tiberium works down the atomic level' says Verdu. With help of scientists from the Massachusetts Institute of Technology, the team devised a scientific bible for the game...."

Subject: Re: C&C 3

Posted by [Ryan3k](#) on Thu, 20 Apr 2006 05:46:50 GMT

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Sounds like they gathered up a bunch of grad students and asked them to fabricate some bullshit about tiberium together.

Subject: Re: C&C 3

Posted by [DrasticDR](#) on Thu, 20 Apr 2006 14:45:09 GMT

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concept

Subject: Re: C&C 3

Posted by [idebo](#) on Thu, 20 Apr 2006 15:08:51 GMT

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Ew ew ew ew ew ew.

Subject: Re: C&C 3

Posted by [icedog90](#) on Thu, 20 Apr 2006 18:56:32 GMT

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idebo wrote on Thu, 20 April 2006 08:08Ew ew ew ew ew ew.

why?

Subject: Re: C&C 3

Posted by [rm5248](#) on Thu, 20 Apr 2006 19:12:27 GMT

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icedog90 wrote on Thu, 20 April 2006 13:56idebo wrote on Thu, 20 April 2006 08:08Ew ew ew ew ew ew.

why?

The.... uh.... armor on the GIs looks.... real stupid so high up on their shoulders. =/ Looks too much like Starcraft.

Subject: Re: C&C 3

Posted by [idebo](#) on Thu, 20 Apr 2006 19:15:45 GMT

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Why do they named it Command & Conquer... that's just spoiling it all! MILK THE COW! MILK THE COW! Oh well, who cares anyway.

Subject: Re: C&C 3

Posted by [JeepRubi](#) on Thu, 20 Apr 2006 21:31:16 GMT

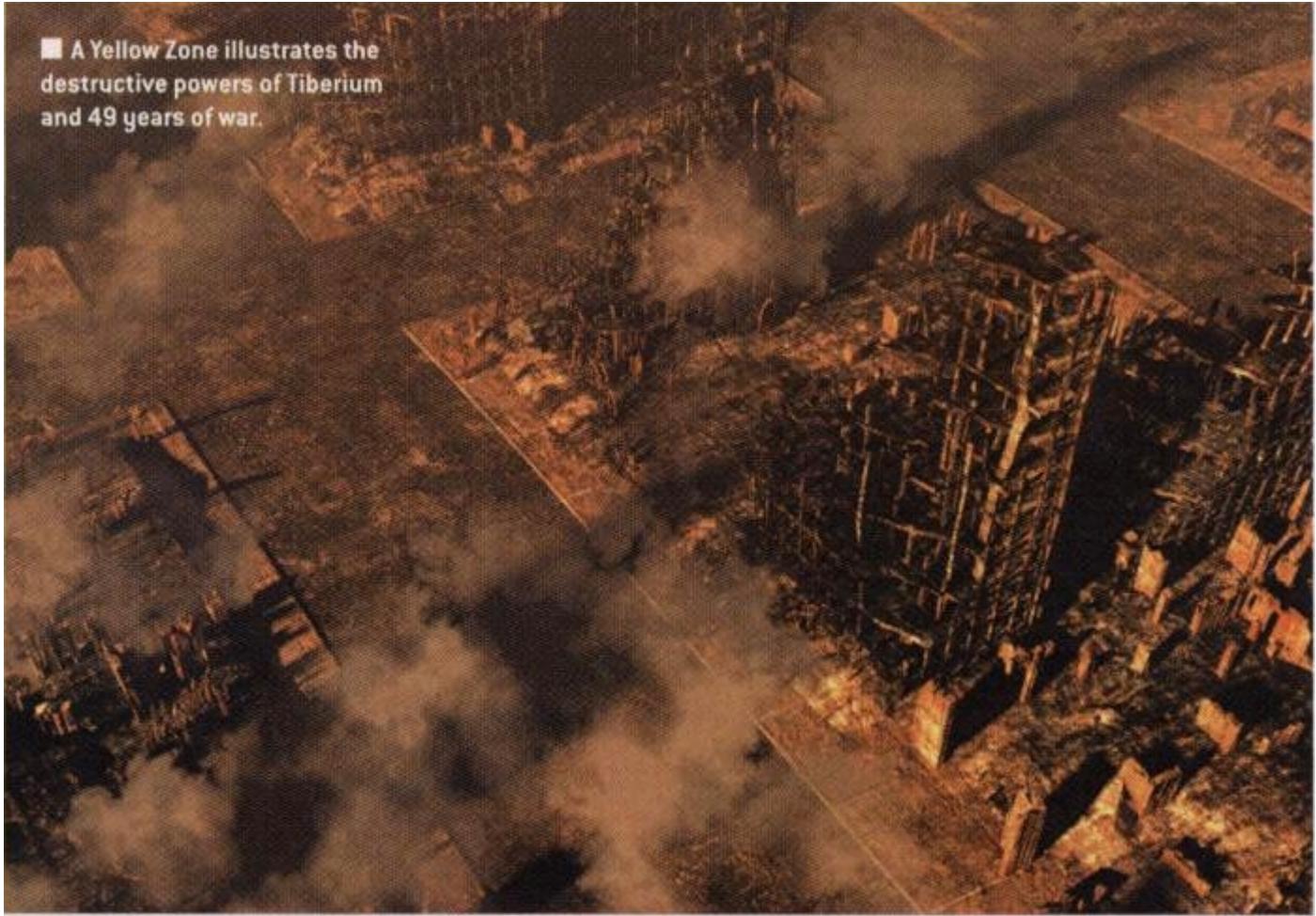
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I croped and shadded the pics.

File Attachments

1) [cnc3_01.jpg](#) , downloaded 873 times

■ A Yellow Zone illustrates the destructive powers of Tiberium and 49 years of war.



2) [cnc3_02.jpg](#), downloaded 880 times



3) [cnc3_03.jpg](#), downloaded 865 times



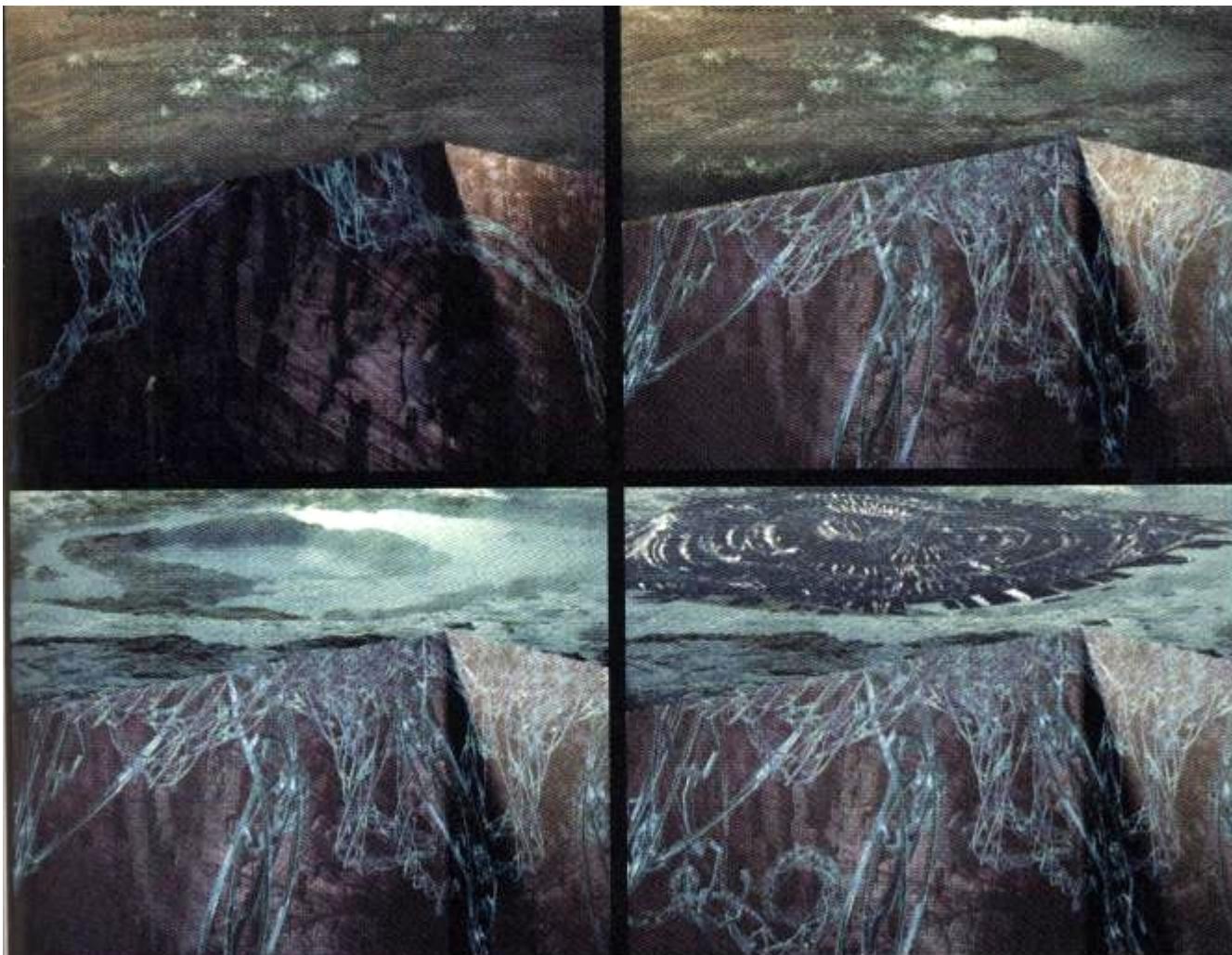
4) [cnc3_04.jpg](#), downloaded 857 times



5) [cnc3_05.jpg](#) , downloaded 850 times



6) [cnc3_06.jpg](#), downloaded 854 times

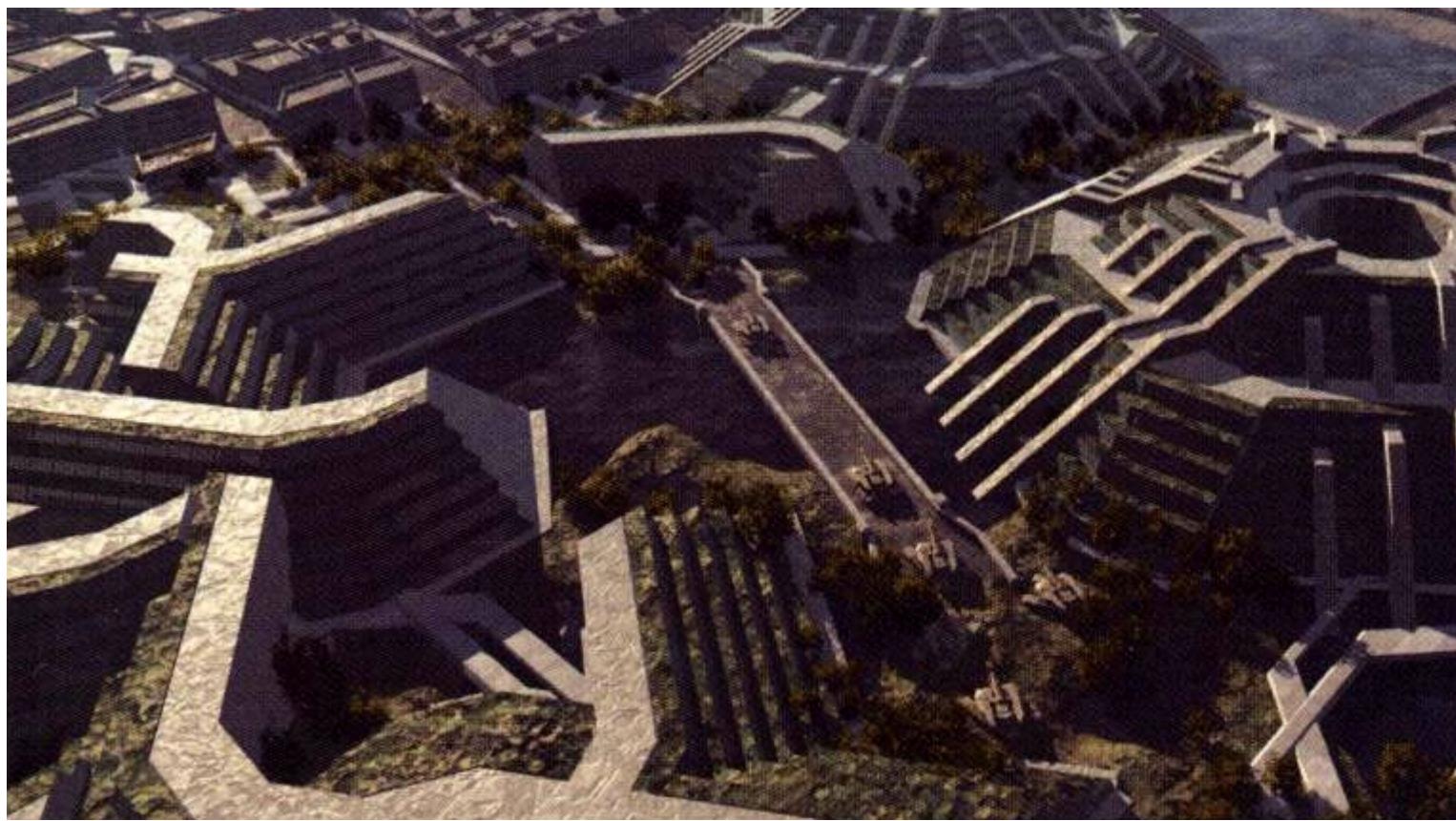


7) [cnc3_07.jpg](#), downloaded 853 times

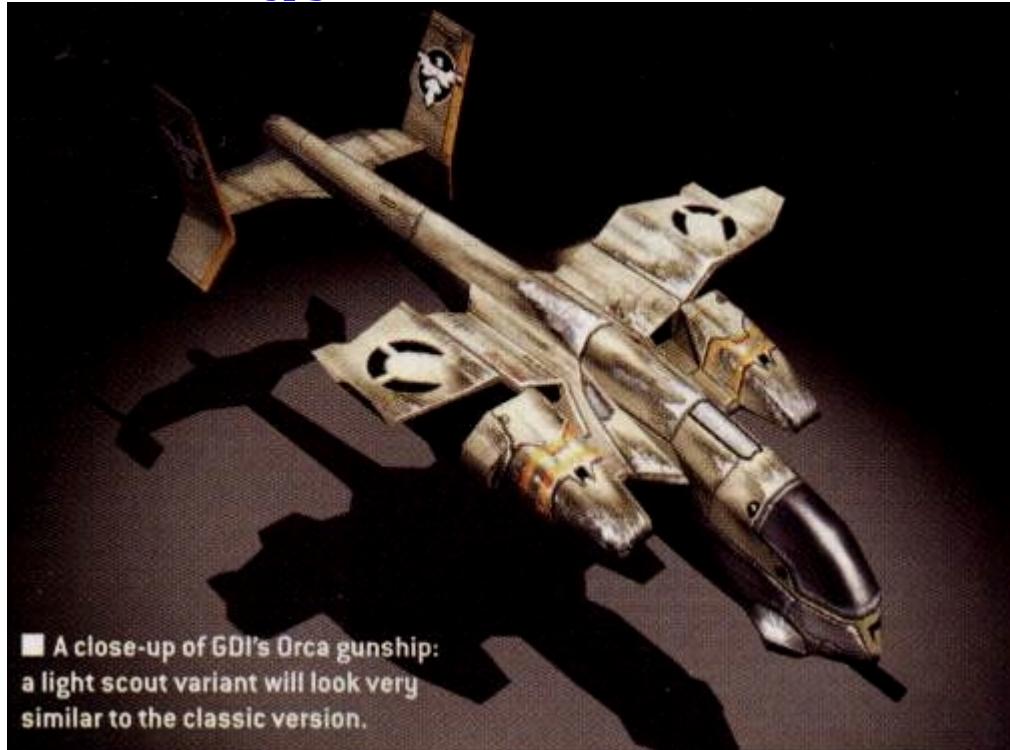
■ Roughly 70 percent of the Earth's surface lies in ruins—or is, at the very least, quite unpleasant.



8) [cnc3_08.jpg.jpg](#), downloaded 839 times



9) [cnc3_09.jpg](#), downloaded 838 times



■ A close-up of GDI's Orca gunship:
a light scout variant will look very
similar to the classic version.

10) [cnc_10.jpg](#), downloaded 836 times



Subject: Re: C&C 3

Posted by [JeepRubi](#) on Thu, 20 Apr 2006 21:33:06 GMT

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And made a background out of one.

File Attachments

1) [cnc3_desktop.jpg](#), downloaded 845 times

The background of the image is a dynamic, high-energy scene from the game. It features a massive, multi-legged mechanical spider-like creature, possibly a Goliath, in the foreground. The creature is dark with glowing orange and yellow energy fields on its legs and body. In the background, there are several smaller, sleeker vehicles, including a white Zergling and a dark Terran unit. The sky is filled with bright, streaking lights and energy particles, suggesting a intense space battle or a chaotic environment. The overall color palette is dominated by dark tones with bright, fiery highlights.

COMMAND + CONQUER



Subject: Re: C&C 3

Posted by icedog90 on Fri, 21 Apr 2006 00:06:32 GMT

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I find it kind of sad how a lot of you are trying so hard to find flaws with it already. I seriously can't find anything really wrong with anything so far, besides the fact that it's being made by the most evil game company in the world.

Subject: Re: C&C 3

Posted by [Ryan3k](#) on Fri, 21 Apr 2006 00:10:48 GMT

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It's a simple matter of reactive judging.

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Fri, 21 Apr 2006 02:07:12 GMT

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We're just concerned about its quality, since this will be the first game of the Tiberian series not made by Westwood.

It's like when your sister goes out with some guy with a nose ring. You naturally hate it, but you hope he'll end up being a doctor or something. But usually she ends up pregnant and homeless.

Subject: Re: C&C 3

Posted by [icedog90](#) on Fri, 21 Apr 2006 02:12:36 GMT

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I can easily understand that, but trying to find ways to diss it is just retarded.

Subject: Re: C&C 3

Posted by [terminator 101](#) on Fri, 21 Apr 2006 07:45:08 GMT

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After this game is out, the odds of it ever being balanced, and without gameplay affecting bugs: 0
The odds of it being as bad(or maybe even worse) as Generals: 10000000000000000000
I am not saying that Generals is a bad game, but I have played worse.

For some reason, I don't really like RTS games any more, mainly because I suck at them (but not always), and that they become old and boring very fast.

It is strange that in the old days, I could play Tiberian Dawn over and over and over, and still

would not get bored with it, but that was probably because I was about 8 and I played it like huge noob using sandbag walls to prevent AI from attacking me, and then using orcas mostly to win, except in the last mission where after I destroyed all SAM sites, they would be rebuild again.

But for some reason, the new RTS games, and RTS games in general are getting old fast because once most people learn everything about the game, they begin to use same tactics over and over and over, and the game becomes a boring chore.

How come Renegade never becomes old? It is probably because it is a FPS game and those kind of games almost never become old.

Subject: Re: C&C 3

Posted by [Jecht](#) on Fri, 21 Apr 2006 11:42:22 GMT

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Well, it seems as if they are putting forth effort at least. At this point, I can only ask them to take their best shot at it because they're all we've got.

Subject: Re: C&C 3

Posted by [Dover](#) on Fri, 21 Apr 2006 16:14:26 GMT

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I disagree. StarCraft still hasn't gotten old, and that game is ancient.

Subject: Re: C&C 3

Posted by [Jiujitsu](#) on Fri, 21 Apr 2006 16:16:03 GMT

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Dover wrote on Fri, 21 April 2006 12:14I disagree. StarCraft still hasn't gotten old, and that game is ancient.

I agree 400% with this statement. Though making Starcraft: Ghost may or may not be a big mistake for Blizzard.

Subject: Re: C&C 3

Posted by [bisen11](#) on Fri, 21 Apr 2006 16:26:57 GMT

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Terminator 101 wrote on Fri, 21 April 2006 03:45

1000000000000000000 what? Liters. grams. percent. pizzas.

Subject: Re: C&C 3

Posted by [warranto](#) on Fri, 21 Apr 2006 16:33:11 GMT

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Starcraft: Ghost is no loner comming out. Blizzard has gone to the next-gen consoles, and Starcraft: Ghost may or may not be updated. But as it is, Starcraft: Ghost is no longer coming out for the current-gen consoles.

<http://xbox.ign.com/articles/698/698434p1.html>

Subject: Re: C&C 3

Posted by [Lijitsu](#) on Fri, 21 Apr 2006 18:24:50 GMT

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warranto wrote on Fri, 21 April 2006 12:33Starcraft: Ghost is no loner comming out. Blizzard has gone to the next-gen consoles, and Starcraft: Ghost may or may not be updated. But as it is, Starcraft: Ghost is no longer coming out for the current-gen consoles.

<http://xbox.ign.com/articles/698/698434p1.html>

For supplying me with this imformation, you have now become awesome in my eyes. Now, with this post, hopefully the offtopicness will end.

[\[/hopefulendtoofftopic\]](#)

Subject: Re: C&C 3

Posted by [Kanezor](#) on Fri, 21 Apr 2006 18:43:46 GMT

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StarCraft Ghost sucked anyways. Not because it's StarCraft, because StarCraft is awesome... but because it was slated only for game consoles. A true game "console" is a large conventional computer with a lot more gaming power than game consoles.

Subject: Re: C&C 3

Posted by [Goztow](#) on Fri, 21 Apr 2006 19:12:29 GMT

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Kanezor, this has been bugging me: how many winners you got from your siggy?

Subject: Re: C&C 3

Posted by [Lijitsu](#) on Sat, 22 Apr 2006 00:01:52 GMT

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Goztow wrote on Fri, 21 April 2006 15:12Kanezor, this has been bugging me: how many winners you got from your siggy?
It's a .jpg, dude.

Subject: Re: C&C 3
Posted by [light](#) on Sat, 22 Apr 2006 00:10:19 GMT
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Lijitsu wrote on Sat, 22 April 2006 12:01Goztow wrote on Fri, 21 April 2006 15:12Kanezor, this has been bugging me: how many winners you got from your siggy?
It's a .jpg, dude.
That deserves a rofl.

Subject: Re: C&C 3
Posted by [Dave Mason](#) on Sat, 22 Apr 2006 00:43:55 GMT
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Goztow wrote on Fri, 21 April 2006 20:12Kanezor, this has been bugging me: how many winners you got from your siggy?

Subject: Re: C&C 3
Posted by [Kanezor](#) on Sat, 22 Apr 2006 01:54:38 GMT
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Goztow wrote on Fri, 21 April 2006 14:12Kanezor, this has been bugging me: how many winners you got from your siggy?ROFLLYMAYYIONAISEOMGWTFLOLHAHA

It's a subliminal message that anyone who reads it is not a winner (and that I am, since they aren't). It supports my elitist ego.

Subject: Re: C&C 3
Posted by [light](#) on Sat, 22 Apr 2006 02:34:15 GMT
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DJM wrote on Sat, 22 April 2006 12:43Goztow wrote on Fri, 21 April 2006 20:12Kanezor, this has been bugging me: how many winners you got from your siggy?

I'm quoting this purely so Goztows block list won't filter it.

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Sat, 22 Apr 2006 06:02:26 GMT

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Kanezor wrote on Fri, 21 April 2006 20:54It supports my elitist ego.

A-men to elitist ego.

Subject: Re: C&C 3

Posted by [RTsa](#) on Sat, 22 Apr 2006 10:16:00 GMT

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Sarcasm rules, doesn't it?

Subject: Re: C&C 3

Posted by [Goztow](#) on Sat, 22 Apr 2006 12:36:34 GMT

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RTsa wrote on Sat, 22 April 2006 06:16Sarcasm rules, doesn't it?

OK, most people didn't understand but it was sarcasm indeed...

Subject: Re: C&C 3

Posted by [Dave Mason](#) on Sat, 22 Apr 2006 12:57:27 GMT

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Goztow wrote on Sat, 22 April 2006 13:36RTsa wrote on Sat, 22 April 2006 06:16Sarcasm rules, doesn't it?

OK, most people didn't understand but it was sarcasm indeed...

As untrue as we all know that is, if you do truly believe that you were being 'sarcastic' I think you should check the definition.

<http://dictionary.reference.com/search?q=sarcasm>

Subject: Re: C&C 3

Posted by [Lijitsu](#) on Sat, 22 Apr 2006 13:19:03 GMT

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DJM wrote on Sat, 22 April 2006 08:57
Goztow wrote on Sat, 22 April 2006 13:36
RTsa wrote on Sat, 22 April 2006 06:16
Sarcasm rules, doesn't it?

OK, most people didn't understand but it was sarcasm indeed...

As untrue as we all know that is, if you do truly believe that you were being 'sarcastic' I think you should check the definition.

<http://dictionary.reference.com/search?q=sarcasm>

Indeed.

Subject: Re: C&C 3

Posted by [Goztow](#) on Sat, 22 Apr 2006 13:37:13 GMT

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2 more persons just made it to my ignore list...

Subject: Re: C&C 3

Posted by [Dave Mason](#) on Sat, 22 Apr 2006 17:30:21 GMT

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Goztow wrote on Sat, 22 April 2006 14:37
2 more persons just made it to my ignore list...

ROFL!

Subject: Re: C&C 3

Posted by [icedog90](#) on Sat, 22 Apr 2006 20:13:43 GMT

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Thanks for fucking up a thread.

Subject: Re: C&C 3

Posted by [WNxCABAL](#) on Sat, 22 Apr 2006 21:53:27 GMT

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Fucking Hell,
Get back on topic!

Subject: Re: C&C 3

Posted by [Kamuix](#) on Sat, 22 Apr 2006 22:01:35 GMT

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Its WNxCabal...You'd better know it!

Subject: Re: C&C 3

Posted by [Chronojam](#) on Sun, 23 Apr 2006 10:26:39 GMT

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More new C&C 3 pics including a Nod (Or Scrin?) mech on www.apathbeyond.com

Subject: Re: C&C 3

Posted by [Goztow](#) on Sun, 23 Apr 2006 13:52:00 GMT

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Chronojam wrote on Sun, 23 April 2006 06:26More new C&C 3 pics including a Nod (Or Scrin?) mech on www.apathbeyond.com

Why don't you ever give a direct link to the topic?

Subject: Re: C&C 3

Posted by [Dave Mason](#) on Sun, 23 Apr 2006 14:08:34 GMT

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Goztow wrote on Sun, 23 April 2006 14:52Chronojam wrote on Sun, 23 April 2006 06:26More new C&C 3 pics including a Nod (Or Scrin?) mech on www.apathbeyond.com

Why don't you ever give a direct link to the topic?

Why are you too lazy to spend 1 measly minute finding them?

Subject: Re: C&C 3

Posted by [JeepRubi](#) on Sun, 23 Apr 2006 14:58:56 GMT

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http://www.apathbeyond.com/forum/index.php?showtopic=8310&am_p;st=315

Subject: Re: C&C 3

Posted by [Jaspah](#) on Sun, 23 Apr 2006 15:51:54 GMT

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Was it that hard linking the images to here? It takes less than a minute...

Subject: Re: C&C 3

Posted by [Demolition man](#) on Sun, 23 Apr 2006 17:21:06 GMT

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Subject: Re: C&C 3

Posted by [Nightma12](#) on Sun, 23 Apr 2006 17:23:19 GMT

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didnt Joe Kucan leave when they shut down WW?

if so how are they going to do kane?

Subject: Re: C&C 3

Posted by [havoc9826](#) on Sun, 23 Apr 2006 17:38:10 GMT

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Yeah, he did. Hopefully they'll hire him back for this, because according to an old interview, he said he'd go back and work for them for free. Here's the link:

http://www.imperium-ww.pl/articles.php?article_id=33

Subject: Re: C&C 3

Posted by [Kanezor](#) on Sun, 23 Apr 2006 22:53:35 GMT

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havoc9826 wrote on Sun, 23 April 2006

18:38http://www.imperium-ww.pl/articles.php?article_id=33

Jackass? That sounds like something someone called me at work! Like, a year and a half ago... when I still had work.

He does have some pretty fun answers though.

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Mon, 24 Apr 2006 01:34:22 GMT

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I at least hope that EA realizes that without Kucan as Kane, or even a Tiberian-series game without Kane, they'll completely lose what loyal following they still have with their RTS games. Not that they won't pick up kiss-ass gamers who are also fascinated with shiny objects and puppies to buy their games, but whatever.

Subject: Re: C&C 3

Posted by [volkoller](#) on Mon, 24 Apr 2006 01:57:30 GMT

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http://en.wikipedia.org/wiki/Command_%26_Conquer:_Tiberian_T_wilight

this igame is what poster from tdf are for i can see the tank in one of my pic i have

Subject: Re: C&C 3

Posted by [Goztow](#) on Mon, 24 Apr 2006 06:44:24 GMT

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The EA community manager, aka APOC, informed us that he read over 2000 + posts about c&c 3 and that they'll try to take the remarks in account.

Subject: Re: C&C 3

Posted by [Jecht](#) on Mon, 24 Apr 2006 18:19:11 GMT

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Good for him. I refuse to get my hopes up again though.

Subject: Re: C&C 3

Posted by [Kamuix](#) on Mon, 24 Apr 2006 18:23:00 GMT

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I am not getting my hopes up about a stategy game by EA. But i think EA might be alittle more succesful with this C&C game.

Subject: Re: C&C 3

Posted by [kopaka649](#) on Mon, 24 Apr 2006 23:59:16 GMT

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Those maps remind me of MechCommander for some reason.

Subject: Re: C&C 3

Posted by [Appsh0t](#) on Tue, 25 Apr 2006 04:00:16 GMT

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Subject: Re: C&C 3

Posted by [Appsh0t](#) on Tue, 25 Apr 2006 04:01:02 GMT

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IS C&C 3 going to be like renegade, u know first and third person views or like Red alert and the other ones?

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Tue, 25 Apr 2006 04:20:43 GMT

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Real-time strategy. Like the other ones.

Subject: Re: C&C 3

Posted by [bigejoe14](#) on Tue, 25 Apr 2006 04:23:32 GMT

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Uhhh... no. It's going to be an RTS like the original C&C was.

Subject: Re: C&C 3

Posted by [Kanezor](#) on Tue, 25 Apr 2006 04:54:53 GMT

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I hope each side has like, some sort of construction unit that changes the terrain. Then if you want that perfect base, you won't be limited by terrain fuckups. And you'd better be able to build roads, too. And walls. And gates. And laser fences are the best thing in the world. Also, you'd better be able to MOVE those damn tiberium blossom trees, or maybe harvest them for a super credit bonus. And, if the tiberium outgrows an area, and starts to grow around other trees, those trees had better turn into blossom trees. That would be totally awesome. Well actually, it would probably detract from the gameplay and just the n00bs would use it... but it would still be pretty cool.

Subject: Re: C&C 3

Posted by [Sir Phoenixx](#) on Tue, 25 Apr 2006 13:18:44 GMT

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They better give Nod their nukes(I want the ability to be able to make another nuke, maybe very expensive or whatever, but you shouldn't be limited to only a single missile) back, but this time with the flash before the cloud is shown instead of after. The mushroom cloud should just stay there and keep rising and getting thinner and higher until it dissipates, instead of disappearing almost instantly. No ridiculously bright neon green coloring around the explosion to show radiation, maybe a slight green tint to the areas if they need to just so players can see it. Soldiers walking into it without protective radiation suits start constantly losing health until they're "cured". They'd need to be brought back to a hospital at that side's base (like the hospital in TD, but buildable with a medium capacity, depending on tech level/upgrades).

I'd also like upgrades for all buildings, like 3 or something max (depending on the tech level of the game you're in), rather it is an armor, capacity, build speed, etc. upgrade. You could go to the War Factory and choose two build capacity upgrades and an armor upgrade. Or the guard tower/turret and choose an armor upgrade, and a fire power and fire rate upgrade.

Subject: Re: C&C 3

Posted by [Jecht](#) on Tue, 25 Apr 2006 15:38:40 GMT

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I'd like to see a bit more variety in the Civilian population than in the past. I'd also like to see cars moving, people moving and doing things rather than just standing idly by wait for a Nod soldier to blow them away. Also, I'd like to see some urban combat skirmish maps. One idea I liked from Generals that they should keep is the pilot buggering out of his vehicle when it dies if he has veterancy. So hopefully they keep that, and I also liked the arial patrol options too, but they need to be a bit more innovative with it. It was a nice feature, but it rarely ever happened where I witnessed a dogfight. Maybe that's just me though.

Subject: Re: C&C 3

Posted by [Jaspah](#) on Tue, 25 Apr 2006 19:17:41 GMT

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Sir Phoenixx wrote on Tue, 25 April 2006 09:18 I'd also like upgrades for all buildings, like 3 or something max (depending on the tech level of the game you're in), rather it is an armor, capacity, build speed, etc. upgrade. You could go to the War Factory and choose two build capacity upgrades and an armor upgrade. Or the guard tower/turret and choose an armor upgrade, and a fire power and fire rate upgrade.

They should make these not only building status upgrades, but visual ones too. If I purchase an armor upgrade, I want to see reinforced steel, concrete, something, etc.

Subject: Re: C&C 3

Posted by [trooprm02](#) on Wed, 26 Apr 2006 13:25:18 GMT

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ITS OFFICIAL!

It WILL revolve around tiberium universe, or something similiar they have said. Although i remember it saying somewhere in an earlier article it is in fact an rts Might have been bad info, dont quote me on it

Also, it is said that a german gaming magazine had actuall pics of the game and more info than the US one, and that to wait 1 month until the E3 convection where it is said that they will release a trailer and some official pictures

If this game turns out to be anything like renegade, its a true dream come true, and there is a God!

Subject: Re: C&C 3

Posted by [Sir Phoenixx](#) on Wed, 26 Apr 2006 13:29:29 GMT

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It is an RTS. There are links to the entire PCGamer article, and all of the screenshots in this thread.

Subject: Re: C&C 3

Posted by [trooprm02](#) on Wed, 26 Apr 2006 23:59:17 GMT

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OMFG!

The 2 things I hate MOST about the C&C collection....

- 1.The real people video's....so gay
- 2.RTS Sucks!

Dam, I was sooooooooooooo looking forward to a FPS

Subject: Re: C&C 3

Posted by [Feetseek](#) on Thu, 27 Apr 2006 00:05:59 GMT

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RTS don't suck.

Subject: Re: C&C 3

Posted by [Sir Phoenixx](#) on Thu, 27 Apr 2006 00:18:17 GMT

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trooprm02 wrote on Wed, 26 April 2006 19:59OMFG!

The 2 things I love MOST about the C&C collection....

- 1.The real people video's....awesome
- 2.RTS Rules!

Dam, I am sooooooooooooo looking forward to it

Yeah, I agree 100%...

Subject: Re: C&C 3

Posted by [trooprm02](#) on Thu, 27 Apr 2006 00:25:30 GMT

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Sir Phoenixx wrote on Wed, 26 April 2006 19:18trooprm02 wrote on Wed, 26 April 2006 19:59OMFG!

The 2 things I love MOST about the C&C collection....

- 1.The real people video's....so gay
- 2.RTS sucks!

Dam, I am sooooooooooooo looking forward to a FPS

Yeah, I agree 100%...

Glad to know we agree, and stop qoute changing ya n00ber.

If you all like RTS so much, go play it, why renegade then?

Subject: Re: C&C 3

Posted by [Feetseek](#) on Thu, 27 Apr 2006 00:30:37 GMT

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Hey, you can't only like one kind of game, can you? I play FPS, RTS, and RPG games. And I do play RTS games sometimes

Subject: Re: C&C 3

Posted by [icedog90](#) on Thu, 27 Apr 2006 00:36:16 GMT

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Well, I think RTS owns. and I loved the cut scenes, mind you.

I so can't wait for E3.

Subject: Re: C&C 3

Posted by [Sir Phoenixx](#) on Thu, 27 Apr 2006 12:56:25 GMT

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Quote:If you all like RTS so much, go play it, why renegade then?

You do realize it IS possible to like more then one game/genre at the same time, right? And with these new advanced "computers", you can also have more then one game installed at the same time, and alternate play between them.

Subject: Re: C&C 3

Posted by [trooprm02](#) on Wed, 03 May 2006 12:07:13 GMT

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Sir Phoenixx wrote on Thu, 27 April 2006 07:56Quote:If you all like RTS so much, go play it, why renegade then?

You do realize it IS possible to like more then one game/genre at the same time, right? And with these new advanced "computers", you can also have more then one game installed at the same time, and alternate play between them.

You do relieze FPS (aka renegade) is better than RTS.....

Subject: Re: C&C 3

Posted by [Sniper_De7](#) on Wed, 03 May 2006 13:14:53 GMT

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No, I didn't realize. Since when does opinions turn into facts. Did something happen yesterday?

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Wed, 03 May 2006 16:29:19 GMT

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trooprm02 wrote on Wed, 03 May 2006 07:07

You do relieze FPS (aka renegade) is better than RTS.....

That's not even an argument. You might sound smarter if you actually think about what you say.

Subject: Re: C&C 3

Posted by [trooprm02](#) on Wed, 03 May 2006 23:28:06 GMT

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Sniper_De7 wrote on Wed, 03 May 2006 09:14No, I didn't realize. Since when does opinions turn into facts. Did something happen yesterday?

LOL! If you disagree, and you like RTS more than ren:

1)stop playing ren because you just lag the servers

2)go to ur RTS's forums if apperently you like it more, which some of you just stated you did....

Subject: Re: C&C 3

Posted by [bigejoe14](#) on Thu, 04 May 2006 01:26:51 GMT

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Trooprm02, I think you should shut up and mind your own business. Just reading what you've been typing shows you know absolutely nothing about any previous C&C games.

Look here hotshot, most of us have been playing C&C longer than you can possibly imagine. Just because we enjoy C&C in it's classic form dosen't mean we don't like it in the FPS perspective. A lot of us do/did quite enjoy Renegade when it came out and we still do, but most of us came here because we were all fans of the original RTS version, unlike you apparently. You have absolutely no right to tell us to get off these forums or stop playing C&C Renegade just because we grew up on the RTS version. If anyone shouldn't be here, it's you. WE should be the ones telling you to get out because you're making yourself look like a moron infront of a bunch of people who have been here way, way, way longer than you have.

Again, I suggest you shut the hell up and go play your Renegade, while the rest of us revel in our own past of RTS glory and kick-ass live action cut-scense THAT NO OTHER GAME HAS EVER HAD THE PLEASURE OF HAVING.

P.S. Shut the hell up.

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Thu, 04 May 2006 02:53:00 GMT

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You do "relieze" that Trooprm02 is gayer than thrash300.....

Subject: Re: C&C 3

Posted by [DarkDemin](#) on Thu, 04 May 2006 04:27:31 GMT

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That isn't possible.

Subject: Re: C&C 3

Posted by [Goztow](#) on Thu, 04 May 2006 06:28:54 GMT

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I'd say it's a tie...

Subject: Re: C&C 3

Posted by [MexPirate](#) on Thu, 04 May 2006 09:39:01 GMT

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Wow, troopr02 - thanks for your clever insights.

Sounds like EA won't f*ck this up quite as much as usual, ss's look pretty cool so far-everything will probably look completely different come the release date though.

but why oh why won't they just pick up Renegade 2 again - or better yet, bring Westwood back and let them do it properly.

However good this game is I will still hate EA.

Subject: Re: C&C 3

Posted by [Sir Phoenixx](#) on Thu, 04 May 2006 13:41:20 GMT

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troopr02 wrote on Wed, 03 May 2006 19:28Sniper_De7 wrote on Wed, 03 May 2006 09:14No, I didn't realize. Since when does opinions turn into facts. Did something happen yesterday?

LOL! If you disagree, and you like RTS more than ren:

1)stop playing ren because you just lag the servers
2)go to ur RTS's forums if apperently you like it more, which some of you just stated you did....

Quote:You do realize it IS possible to like more then one game/genre at the same time, right? And with these new advanced "computers", you can also have more then one game installed at the same time, and alternate play between them.

Wow, seriously read that, and feel free to get your English teacher and/or parent to help.

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Thu, 04 May 2006 17:48:59 GMT

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I wouldn't ever count on EA picking up Renegade 2. In their view, it didn't make enough to be considered. Maybe they'll run out of ideas (if it hasn't happened already) and try another...maybe fix some of the imbalances and glitches...but I doubt it.

Subject: Re: C&C 3

Posted by [Lijitsu](#) on Thu, 04 May 2006 18:20:53 GMT

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SpyGuy246 wrote on Thu, 04 May 2006 13:48I wouldn't ever count on EA picking up Renegade 2. In their view, it didn't make enough to be considered. Maybe they'll run out of ideas (if it hasn't happened already) and try another...maybe fix some of the imbalances and glitches...but I doubt it.

It would be an FPS version of Generals and you know it.

Subject: Re: C&C 3

Posted by [MexPirate](#) on Thu, 04 May 2006 18:26:52 GMT

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See I think even that would be OK, I am not aware of another decent FPS that works in the same way as Renegade - BF2 is great but I like the base system of ren.

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Thu, 04 May 2006 20:57:35 GMT

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I don't think that EA has the attention span to spin that far off of Generals. Besides, the way they made Generals makes it hard to create any type of FPS from it, due to the fact that it has no story at all. There would be no single-player, only multiplayer. And we all know that C&C doesn't transfer well without a single-player mode.

Subject: Re: C&C 3

Posted by [Nukelt15](#) on Thu, 04 May 2006 23:12:00 GMT

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However, we also know that EA has no great love of games with fantastic stories, as they tend to not sell quite as well as the games with flashy multiplayer modes. Singleplayer games are more work to produce, whereas multiplayer games are cheaper and attract mass audiences of people looking for thrills. Throw in a well-known title like "Command and Conquer" and you have a recipe

for thousands upon thousands of sales more than you would get otherwise.

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Fri, 05 May 2006 04:01:23 GMT

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I think that might be true for most genres, but not FPSs. You need an interesting conflict for those games to sell. Halo has one, Half-Life has one, Renegade has one -- difference in popularity being that Renegade has roots in RTS and shook a lot of people's worlds. A FPS from Generals as-is would just be a generic modern shooter. They would rather spend more time working on the Battlefield games than trying something new anyway.

Subject: Re: C&C 3

Posted by [Nukelt15](#) on Fri, 05 May 2006 04:20:43 GMT

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EA has plenty of FPS titles with no story at all. How much work went into the singleplayer aspect of any of the Battlefield games, eh? Best-selling series, despite the most recent installment being rife with bugs and exploits. Why? Huge amount of time devoted to the multiplayer aspect of the game, next to nothing for singleplayer.

You could say the same for Half-Life, really. Which do you think sold more copies of Half-Life 2, the beautifully crafted singleplayer experience...or Counter-Strike Source? Valve included a remake of that particular mod with their release for a very specific reason; it would attract a huge crowd of multiplay-only gamers to buy a game already famous for being one of the greatest FPS games of all time.

Why do people buy Halo? Sure, the story kicks ass- but the actual gameplay of the campaign is somewhat repetitive, and the physics are...well, crap. Halo 2 improved on the physics a bit (not much), but you know what made BOTH games best-sellers? Multiplayer mayhem. Split-screen buddy blasting in full 3D.

Look at it this way: the average gamer plays through the singleplayer campaign twice, maybe three times at the most (assuming that it has the standard Easy, Normal, and Hard settings). That's...what, 30 hours at the most for your average FPS campaign mode? Now look at multiplayer. A great many players will still be playing 2 hours or more per day FOR SEVERAL YEARS. It makes sense that multiplayer is what most publisher/developer matchups pay the most attention to. There are exceptions, of course (The Elder Scrolls series, for example), but the real money is in getting a whole bunch of human players together and letting them have at it.

Subject: Re: C&C 3

Posted by [trooprm02](#) on Fri, 05 May 2006 12:10:29 GMT

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[BBFPirate wrote on Thu, 04 May 2006 04:39]Wow, troopr02 - thanks for your clever insights.

Sounds like EA won't f*ck this up quite as much as usual, ss's look pretty cool so far-everything will probably look completely different come the release date though.

but why oh why won't they just pick up Renegade 2 again - or better yet, bring Westwood back and let them do it properly.

However good this game is I will still hate EA.

Exactly my point....but apparently a lot of people on a FPS based games forums are asking for an RTS and praising a shitty,shity company that ruined this FPS game, for making an RTS

And to whoever thinks I should be the one off renegade....PM me for 1vs1 aow or sniping and well see who needs to get off...

Subject: Re: C&C 3

Posted by [MexPirate](#) on Fri, 05 May 2006 12:46:09 GMT

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Technically yes this is a ren forum so = FPS, but it is not exclusively FPS as mentioned Ren has its roots in RTS and I think most people here also play RTS games.

Think it was more the fact you were trying to force your opinion as fact that got people backs up and why you got you the response you did.

I will go 1v1 AOW if you want, I am not the best player out there but looks like your e-penis could use an extra inch...

Subject: Re: C&C 3

Posted by [Fabian](#) on Fri, 05 May 2006 14:08:54 GMT

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Quote:

And to whoever thinks I should be the one off renegade....PM me for 1vs1 aow or sniping and well see who needs to get off...

Oh wow!! You're good at sniping in a game that represents the difficulty of being a sniper just as well as it represents the power on a nuclear bomb...enjoy your game of jumping around and clicking.

Your "fact" that FPS is better than RTS is laughable.

Subject: Re: C&C 3

Posted by [Nukelt15](#) on Fri, 05 May 2006 15:15:48 GMT

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I just love it. We're in the internet age, and folks STILL want to challenge each other to meet them on the field of honor at dawn. Say, why don'y you do it REAL old-school? Go out to the middle of the field, point your guns directly at each others' chests, and take one shot each. Whoever lives is the winner! [/sarcasm]

Subject: Re: C&C 3

Posted by [mision08](#) on Fri, 05 May 2006 16:59:21 GMT

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This works with 3 as well.

File Attachments

1) - [GoodBadUgly_trio_300.ram](#), downloaded 154 times

Subject: Re: C&C 3

Posted by [Kanezor](#) on Fri, 05 May 2006 21:46:19 GMT

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.ram, you suck. Horribly. You should be shot.

Subject: Re: C&C 3

Posted by [havoc9826](#) on Fri, 05 May 2006 22:57:24 GMT

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http://www.free-codecs.com/download/Real_Alternative.htm

Real Alternative. With this, you can view .rm and .ram files without downloading that legalized adware known as RealPlayer/RealOne.

Subject: Re: C&C 3

Posted by [mision08](#) on Sat, 06 May 2006 19:30:02 GMT

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Kanezor wrote on Fri, 05 May 2006 16:46.ram, you suck. Horribly. You should be shot.

ok. If you don't like it, don't download it. It's not like you can't see the file extension.

P.P.S. Here are a few more for you to chew on. This is just my Clint Eastwood folder, I guess I should search my whole HDD.

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- 1) - - !HighPlainsDrifter_2_300.ram, downloaded 149 times
- 2) - Fistful_6_300.ram, downloaded 141 times
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- 4) - GoodBadUgly_62_300.ram, downloaded 129 times
- 5) - GoodBadUgly_8_300.ram, downloaded 148 times
- 6) - GoodBadUgly_trio_300.ram, downloaded 125 times
- 7) 1FewDollarsMoreTrailer_300.ram, downloaded 140 times
- 8) DirtyHarry_20_300.ram, downloaded 164 times
- 9) DirtyHarryTrailer_300.ram, downloaded 128 times
- 10) FistfulTrailer_300.ram, downloaded 133 times

Subject: Re: C&C 3

Posted by [trooprm02](#) on Sun, 07 May 2006 00:08:41 GMT

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SEAL wrote on Fri, 05 May 2006 09:08Quote:

And to whoever thinks I should be the one off renegade....PM me for 1vs1 aow or sniping and well see who needs to get off...

Oh wow!! You're good at sniping in a game that represents the difficulty of being a sniper just as well as it represents the power on a nuclear bomb...enjoy your game of jumping around and clicking.

Your "fact" that FPS is better than RTS is laughable.

You know what else is funny...people who use the excuse that ren sniping has no recoil etc, are shitty at sniping!

Realted? of course...

Subject: Re: C&C 3

Posted by [bigejoe14](#) on Sun, 07 May 2006 00:40:08 GMT

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trooprm02 wrote on Sat, 06 May 2006 17:08You know what else is funny...people who use the excuse that ren sniping has no recoil etc, are shitty at sniping!

Realted? of course...

Excuse me while I laugh my ass off at your stupidity.

You do realise that Renegade isn't the only game out there, don't you? There are way more games that try to demonstrate how sniping really works, and Renegade isn't one of them. In no way does Renegade sucessfully demonstrate sniping. Get off your high horse.

Subject: Re: C&C 3

Posted by [trooprm02](#) on Sun, 07 May 2006 02:21:02 GMT

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bigejoe14 wrote on Sat, 06 May 2006 19:40trooprm02 wrote on Sat, 06 May 2006 17:08You know what else is funny...people who use the excuse that ren sniping has no recoil etc, are shitty at sniping!

Realted? of course...

Excuse me while I laugh my ass off at your stupidity.

You do realise that Renegade isn't the only game out there, don't you? There are way more games that try to demonstrate how sniping really works, and Renegade isn't one of them. In no way does Renegade sucessfully demonstrate sniping. Get off your high horse.

So let me guess...

- 1)You don't snipe
- 2)You suck at sniping even if you tryed

Thats everything youve said above

Subject: Re: C&C 3

Posted by [Nukelt15](#) on Sun, 07 May 2006 04:56:56 GMT

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Earth to scope-junkie: snipers don't win games of Ren by themselves. Sniping is not, has never been, and will never be the definitive measure of "skill" in a combined-arms game. Where would your sniping get you if there wren't an engineer fixing the buildings back at base? Nowhere. What does a sniper do against heavy armor? Nothing, unless you count point-whoring as useful. How many buildings can a sniper take out on its own? None without buying a beacon, but anyone can do that.

And playing 1v1 in a team game is pointless. It defeats the purpose of the game, and thus means nothing. What does your single combat skill have to do with your ability to function as part of a team? Nothing.

I'll come right out and say it: I suck at duels. Lost every one I've ever played. Can't "snipe" for beans, either (and Ren ain't the only game that's true for). I still somehow get 2nd or 3rd place in almost every round I play, provided I played the whole round. What from? Fixing things, driving

tanks, playing as anti-vehicle infantry, and so forth. On the flip side, I've seen plenty of little turds going around challenging people they don't like to duels, owning them upside-down and sideways, then getting royally reamed the moment they set foot in a real game of Ren. There's also plenty of people out there who kick ass at both (and others who can't do either). The two are mutually exclusive. One has no bearing on the other.

Not to mention that your skill in the game means jack shit about how valuable your opinion is to other members of the human race. If you're looking to impress people with your godlike skills of pointing and clicking, or your fantastic ability to focus on a single target, you're looking in the wrong forum. If you're expecting folks to stroke your ego just because you know how to handle a Deadeye, you've got another thing coming.

Now, back to the topic: Any "C&C" title produced by EA is going to suck, period. No Westwood, no deal.

Subject: Re: C&C 3

Posted by [Kanezor](#) on Sun, 07 May 2006 22:08:17 GMT

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Nukelt15 wrote on Sat, 06 May 2006 23:56 The two are mutually exclusive. One has no bearing on the other.

Just FYI: "mutually exclusive" means you can have one but not the other, which is not true in this case. I think a better term in this place would be mutually inconsequential or something similar.

You are absolutely right though; 1vs1 in games such as Renegade prove nothing as far as teamplay.

Subject: Re: C&C 3

Posted by [trooprm02](#) on Tue, 09 May 2006 01:21:47 GMT

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I friend who's God is Westwood and knows everything single thing about it said that before The First Decade they were planning to release a new version for every excisting C&C game! And after the release of The first Decade, here comes C&C

So he was right, the only thing on the downside is, he said he was talking to chuck carter who worked for westwood, and who developed the concept video for renegade 2, he said that they if anything, would developed a renegade 2 and it will not be called renegade 2, but go under a different alias

Subject: Re: C&C 3

Posted by [Nukelt15](#) on Wed, 10 May 2006 01:09:33 GMT

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According to an interview posted on IGN, Kane is alive (but where's Joe?), the Philadelphia gets nuked to radioactive scrap, and there's an as-of-yet-unnamed faction lurking in the shadows (gee, I wonder who they could possibly be?) waiting to strike.

Oh, and they've got no clue how Tiberium works.

Quote: Technically Tiberium is a self-replicating crystalline substance of extraterrestrial origin that converts everything that it touches into more Tiberium. As it transmutes matter, Tiberium gives off powerful radiation - and this makes it very useful as an energy source and as a weapon.

A review for the uninitiated: Tiberium is indeed a self-replicating crystalline substance of extraterrestrial origin. It does not transmute matter- it leeches minerals from the soil through its "roots" (hence its value, being easily harvestable and chock full of valuable goodies). It does not give off as much radiation as the quote above would suggest- it is "merely" extremely toxic and mutagenic. Mutagenic meaning it affects organisms, not matter in general. Tiberium is generally accepted to be something sent to Earth to convert our planet for the use of the extra-terrestrials who make appearances (through their crashed ships) in TS and Renegade. It has never been useful as a power source, though it has been used as a weapon. Blue tiberium, which is twice as valuable, twice as toxic, and extremely volatile, has a number of properties that the green stuff doesn't. There is also a form of tiberium, never seen in the games, which impedes travel by sea.

As far as weaponized forms of tiberium go, we have handheld and large-scale weapons. The handheld weapons include the chem-sprayer, seen both in TD and Renegade, as well as the TAR and Tiberium Flechette, also from Ren. The only large-scale tiberium-based weapon we have yet seen is the Nod chemical missile from TS. That, if you recall, did not use tiberium directly, but rather the tendrils of the veinhole, one of many mutated species that appeared some time after the end of TD.

Subject: Re: C&C 3

Posted by [gufu](#) on Wed, 17 May 2006 23:51:59 GMT

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BTW-this looks like old allies logo

Subject: Re: C&C 3

Posted by [Fabian](#) on Thu, 18 May 2006 04:25:24 GMT

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<http://www.fileplanet.com/163723/160000/fileinfo/Command-&-Conquer-3:-Tiberium-Wars-Trailer>

C&C 3 Trailer!

Subject: Re: C&C 3

Posted by [icedog90](#) on Thu, 18 May 2006 04:50:52 GMT

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http://trailers.gametrailers.com/gt_vault/t_cc3_tiberiumwars_e36_h264.wmv

Same trailer, almost as high of quality, and a better mirror where you don't have to wait.

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Thu, 18 May 2006 17:57:42 GMT

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Maybe I'm a traitor, but if the in-game movies are as good as that one, I wouldn't mind seeing CGI cutscenes. But hopefully those will be live-action and the mid-mission movies will be like that.

Subject: Re: C&C 3

Posted by [Dover](#) on Thu, 18 May 2006 18:40:37 GMT

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I liked Live-Action cut-scenes, but...

Well, the ones in TD and Red Alert were fine--great even. But the TS cut scenes were...well...cheesey. Overly dramatized and such. If they want to make more live-action scenes like that, they should stick to the CG ones.

RTS and FPS, which is better? Can't say. They're two incompatible and incomparable genres. I like both, although I'm significantly better at Renegade and Counter-Strike than I am at any of the other C&Cs.

Subject: Re: C&C 3

Posted by [icedog90](#) on Thu, 18 May 2006 21:37:57 GMT

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I liked the trailer though. They used the old music, which shows that so far they haven't tried to make their own music that sucks, and that they are trying to keep the theme instead of going their own weird way. That looked like in-game graphics to me, with jacked up anti-aliasing and stuff though. But there are released screenshots and I looked at them, and the graphics look about as good as the trailer.

Subject: Re: C&C 3

Posted by [warranto](#) on Fri, 19 May 2006 00:42:39 GMT

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I can forgive some inconsistencies, but one thing that makes C&C, C&C is the live video cut scenes. It would be near unforgivable if they decide not to do those.

Subject: Re: C&C 3

Posted by [icedog90](#) on Fri, 19 May 2006 00:51:34 GMT

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Don't worry, EA did say they plan to do live cutscenes.

Subject: Re: C&C 3

Posted by [trooprm02](#) on Fri, 19 May 2006 02:15:12 GMT

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warranto wrote on Thu, 18 May 2006 19:42I can forgive some inconsistencies, but one thing that makes C&C, C&C is the live video cut scenes. It would be near unforgivable if they decide not to do those.

Are you saying Renegade is not a true C&C game?

Subject: Re: C&C 3

Posted by [PlastoJoe](#) on Fri, 19 May 2006 04:30:30 GMT

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You could qualify it by saying any RTS game without live cutscenes. Renegade with live cutscenes would've looked...weird.

Subject: Re: C&C 3

Posted by [warranto](#) on Fri, 19 May 2006 13:10:38 GMT

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Sorry, I should have specified the RTS games. I forgot not everyone would relate a threat about the RTS games to my comment about... RTS games.

Subject: Re: C&C 3

Posted by [trooprm02](#) on Fri, 19 May 2006 19:29:56 GMT

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warranto wrote on Fri, 19 May 2006 09:10Sorry, I should have specified the RTS games. I forgot not everyone would relate a threat about the RTS games to my comment about... RTS games.

Good
