
Subject: Kane's Wrath

Posted by [Oblivion165](#) on Sat, 29 Mar 2008 22:40:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

So what are your opinions thus far? After playing Company of Heroes, all RTS's seem to be lacking to me.

This whole patch reminds me of Zero Hour, same factions but different "Generals" that just swap out one or two units per team.

EDIT:

Also they got really lazy with the head prop:

(It doesn't even fit his face so the ear socket is on the side of his head now.)

File Attachments

1) [kane head prop.jpg](#), downloaded 993 times



Subject: Re: Kane's Wrath

Posted by [luv2pb](#) on Sat, 29 Mar 2008 22:43:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

To be honest I haven't bought it and I don't think I'm going to. After supcom I never really could get into Tib Wars.

Subject: Re: Kane's Wrath

Posted by [danpaul88](#) on Sat, 29 Mar 2008 22:49:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kane's Laugh (as you waste your money on an expansion for a game they still didn't manage to balance properly in the first place)

Subject: Re: Kane's Wrath

Posted by [mr£Ä\\$Ä-z](#) on Sat, 29 Mar 2008 23:15:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

They are not Lazy, they only see they made another NO C&C Game.

Real C&C Games are:

C&C 1

C&C Red Alert 1

C&C Red Alert 2

C&C 3 Tiberian Sun

C&C Renegade

Subject: Re: Kane's Wrath

Posted by [Oblivion165](#) on Sat, 29 Mar 2008 23:15:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hell no I didn't buy it.

Subject: Re: Kane's Wrath

Posted by [mr£Ä\\$Ä-z](#) on Sat, 29 Mar 2008 23:18:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

All the new "C&C" fakes are CRAP

Subject: Re: Kane's Wrath

Posted by [cnc95fan](#) on Sun, 30 Mar 2008 00:35:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

It was my understanding that they once left out the C&C in the RA3 part.

Subject: Re: Kane's Wrath
Posted by [R315r4z0r](#) on Sun, 30 Mar 2008 07:03:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Madrockz wrote on Sat, 29 March 2008 19:15
Real C&C Games are:
C&C 1
C&C Red Alert 1
C&C Red Alert 2
C&C 3 Tiberian Sun
C&C Renegade
Tiberian Sun is C&C2.

Tiberian Dawn is C&C1, Tiberian Sun is C&C2, Tiberium Wars is C&C3.
Red Alert is RA1, Red Alert 2 is RA2, and Red Alert 3 is, you guessed it, RA3.

As for Kane's Wrath, I'm quite happy with it.

Subject: Re: Kane's Wrath
Posted by [Chuck Norris](#) on Sun, 30 Mar 2008 16:29:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'll get it soon, but I'm still working on Tiberium Wars for now and want to finish it first. I'm a little over halfway done (on both the GDI and NOD campaigns).

Subject: Re: Kane's Wrath
Posted by [Jonty](#) on Sun, 30 Mar 2008 17:58:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've almost finished KW, and personally I think the storylines are at least as good as the TS ones. The HD videos are awesome.

There is some unbalanced stuff going on though, and I hope they patch it (They will, but then it'll be even worse...).

Subject: Re: Kane's Wrath
Posted by [bisen11](#) on Sun, 30 Mar 2008 18:25:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

I thought the story was pretty good just that it kind of cut off suddenly at the end. I was expecting more to happen like the second Scrin Invasion or Nod taking back the Scrin Tower and using it or something like that. The Global Conquest is kinda fun but the only problem is that there's basically only one map (the world) for it and I could see getting bored of it after awhile. Also it would be nice if you could switch up the victory conditions a bit. But all you really get to do is pick your side, the

difficulty of the ai, their personality and then everyone gets 4 somewhat random bases (there might be several different locations it chooses from rather than just anywhere) on the map to start off with.

Subject: Re: Kane's Wrath

Posted by [GrimmNL](#) on Sun, 30 Mar 2008 22:22:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

tbh, rts games are going down the same path fps games are going.

its seems the only thing that mathers to developers is the visual effects. the rest is just an annoyance. game's look nicer and nicer as time goes by, gameplay does not seems to get better unfortunately.

on a side note, that didnt stop me from buying Kane's Wrath.

i have purchaced all title's that carry the C&C name, wether they are true C&C games or are not, legally. and i intend to keep doing it that way.

Subject: Re: Kane's Wrath

Posted by [DutchNeon](#) on Mon, 31 Mar 2008 00:17:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Meh, its boring tbh, missions are ok, but its not special. To keep it short, there is most likely going to be another expansion pack/add-on for command & conquer 3.

Subject: Re: Kane's Wrath

Posted by [Blazer](#) on Mon, 31 Mar 2008 01:45:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Since it is called "cnc3ep1", I assume they are going to make more of them too.

Subject: Re: Kane's Wrath

Posted by [Canadacdn](#) on Mon, 31 Mar 2008 01:49:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

EA needs to stop spreading out everything. Right now it seems their developers have C&C Dirahhea. They're making Kane's Wrath, RA3, and Tiberium all this year! They should concentrate on one game and make a decent product, rather than spreadng out their resources and making everything shit.

Subject: Re: Kane's Wrath

Posted by [reborn](#) on Mon, 31 Mar 2008 02:54:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

I though Joe was a little more "hammy" in places then usual. I actually burst out laughing when he told legion to go to sleep.

Pretty cool though. I whizzed through it on easy mode the day I got it just for the movie sequences. For me, the cnc tiberium series has become like one long ass drawn out movie that I can't wait to see the ending of.

Subject: Re: Kane's Wrath

Posted by [nopol10](#) on Mon, 31 Mar 2008 10:47:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Mon, 31 March 2008 10:54I though Joe was a little more "hammy" in places then usual. I actually burst out laughing when he told legion to go to sleep.

Pretty cool though. I whizzed through it on easy mode the day I got it just for the movie sequences. For me, the cnc tiberium series has become like one long ass drawn out movie that I can't wait to see the ending of.

Me too, thing is though, I doubt there will ever be an ending.

Subject: Re: Kane's Wrath

Posted by [Goztow](#) on Mon, 31 Mar 2008 11:11:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I went through the campaign on hard. It was quite good .

Subject: Re: Kane's Wrath

Posted by [Jonty](#) on Mon, 31 Mar 2008 16:36:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

I usually go through the campaign on easy first, to get the storyline, then play it on hard a while later, for a challenge.

Subject: Re: Kane's Wrath

Posted by [havoc9826](#) on Mon, 31 Mar 2008 17:08:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Sun, 30 March 2008 19:54I though Joe was a little more "hammy" in places then

usual. I actually burst out laughing when he told legion to go to sleep.

Pretty cool though. I whizzed through it on easy mode the day I got it just for the movie sequences. For me, the cnc tiberium series has become like one long ass drawn out movie that I can't wait to see the ending of.

Agreed, but that's why you gotta love him. I also can't wait to see what happens next, and I really hope Joe gets more creative control over the storyline, like in the good old days.

Subject: Re: Kane's Wrath

Posted by [Crimson](#) on Mon, 31 Mar 2008 18:10:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Like C&C3, I got Kane's Wrath for free. I have only played once so far, a Global Conquest on Easy. I won, thankfully. I'm looking forward to playing more. I didn't check, but I hope there's a setting to disable the alternate victory conditions. I love playing Risk so I think I'm going to have a lot of fun with this one. Some of these new units are bad-ass.
