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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.

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