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Subject: Re: Let's talk about C&C3

Posted by [PlastoJoe](#) on Mon, 11 Dec 2006 18:13:41 GMT

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Hopefully they'll combine the Tiberian Sun and Red Alert(2) options for Skirmishes. I liked how you could randomize the Tib Sun environments, which is something RA2 could have used. But at the same time, RA2 let you choose the type, color, and location of your enemies, not to mention create allies, which Tib Sun could have used. If Tiberian Wars has both, or if EA or someone releases a patch to incorporate the missing elements into the older games (very unlikely), I'll be very happy.

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