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Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Sat, 03 Mar 2007 07:16:51 GMT

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Nukelt15 wrote on Fri, 02 March 2007 21:25: I can't speak for everyone who takes issue with the new game, but for my part it isn't so much that I want a game with the same strategies as the one before as it is that I want a game with more than one strategy. Rushing is going to be the dominant strategy in C&C3, more so than it ever was before, and it is going to be an uncommon round that even reaches the 30 minute mark. No new strategies are added for all the ones that are taken away; arguing that wanting them back is wanting the same old game is like taking away three of your car's wheels then, when you buy a new car and want four wheels, being asked if you want four so that it can be just like the one you had before with a shiny new paint job. I could see making that argument if C&C3 already had in it the potential to succeed using even most of the strategies that were possible before, but it just doesn't.

I know how you could get that opinion just based on the demo, but there's more to it. First of all, you can challenge AI that plays "turtle" style. Second of all, there's a "rules" tab that's not active in the demo, but I believe it has settings in there that prevent attacking for a certain length of time. In the XBOX version, there's a mode where there's a big wall between the bases to physically stop you. Don't base the whole game on a feature-limited demo.

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