
Subject: Single player too easy/ too short?

Posted by [Anonymous](#) on Tue, 02 Apr 2002 20:21:00 GMT

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

What happens to nod at the end? Half of the missions are based on the stupid scientists which didn't even play a major roll in the original C&C (the (C)1992 one) or in renegade. In fact, It was the second mission (in renegade) where it all began! What a waist of 9 missions! I do admit that some of the missions were interesting (like the last one) I have ALWAYS wanted to see what the inside of the Temple of NOD looks like. WW needs to develop the characters more and probably engage the player in to a much deeper storyline. Do you think WW might release an EP (Expansion Pack) for this game extending the missions or adding NOD missions?[April 02, 2002: Message edited by: unit037]
