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Subject: Re: C&C3 Community Summit

Posted by [Tiesto](#) on Mon, 11 Dec 2006 16:50:30 GMT

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crazfulla wrote on Mon, 11 December 2006 14:23Demolition man wrote on Sat, 09 December 2006 14:24tell them to remove the retarded 3 from the logo. They shouldn't number it.

I quite agree. C&C 3 generally suggests it is the third game in the entire C&C series, where infact it is the 7th (TD, RA, TS, RA2, REN, GEN). It should continue to use names in line with its predecessors of the Tiberium universe.

Command and Conquer: Tiberian Wars

^ Two words: Simplicity and Continuity.

Also I would like to see Havok featured in the game at some point. Perhaps just in a cut-scene movie, or even as a special 'Hero' unit such as Tratos in Tiberian Sun whom is not available in multiplayer, but only for one or two missions. Noting they have stated he is a retired war hero, perhaps a mission where you have to sneak in to rescue him, and then he offers you his services once-off to eliminate the Nod presence in the area. Also if they do, they must include the phrase 'I got a present for ya'. kekeke

Best wishes Whats the point in that? Anyway,

Have they sorted out who is supporting the multiplayer facilities? Will it be Gamespy again like on ZH?

Will there be a playable demo?

Is the game on course to meet the current deadline of March 2007?

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