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Subject: Re: Kane's Wrath

Posted by [bisen11](#) on Sun, 30 Mar 2008 18:25:28 GMT

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I thought the story was pretty good just that it kind of cut off suddenly at the end. I was expecting more to happen like the second Scrin Invasion or Nod taking back the Scrin Tower and using it or something like that. The Global Conquest is kinda fun but the only problem is that there's basically only one map (the world) for it and I could see getting bored of it after awhile. Also it would be nice if you could switch up the victory conditions a bit. But all you really get to do is pick your side, the difficulty of the ai, their personality and then everyone gets 4 somewhat random bases (there might be several different locations it chooses from rather than just anywhere) on the map to start off with.

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