Subject: C&C 3 Reviewed!
Posted by Canadacdn on Tue, 27 Mar 2007 03:29:25 GMT
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Gamespot gave it a 9.0:

http://www.gamespot.com/pc/strategy/commandconquer3/review.html?sid=6168069&
tag=topslot;title;2&om_act=convert&om_clk=topslot

I was actually expecting it to get lower, because Gamespot is made up of a bunch of eltists that
only like shooters for the most part.

EDIT: IGN also just put up a review: http://pc.ign.com/articles/776/776061p1.html

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Subject: Re: C&C 3 Reviewed!
Posted by Oblivion165 on Tue, 27 Mar 2007 04:29:20 GMT
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It beat supreme commander:
http://www.gamespot.com/pc/strategy/supremecommander/index.html?tag=similargames;title;1

I am warming up to C&C 3, just like in generals ill of course have to make a oblivion's edition
which fixes a few things.

I did go ahead and preorder this from ebgames at my local mall and im picking it up tomorrow at
noon.

Subject: Re: C&C 3 Reviewed!
Posted by OWA on Tue, 27 Mar 2007 10:11:52 GMT
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PC Gamer UK gave it 82% compare to Supreme Commander's 90%. C&C3 may sell more
because of its long established name.

Subject: Re: C&C 3 Reviewed!
Posted by JeepRubi on Tue, 27 Mar 2007 10:59:15 GMT
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I like c&c3 much better than sup com. Thats why im buying it instead of torrenting it like sup com.

Subject: Re: C&C 3 Reviewed!
Posted by Spoony on Tue, 27 Mar 2007 11:21:28 GMT

Jeep Rubi wrote on Tue, 27 March 2007 04:59I like c&c3 much better than sup com. Thats why im buying it instead of torrenting it like sup com.
...ok... thanks for making computer games expensive for anyone who isn't a thief.

Subject: Re: C&C 3 Reviewed!
Posted by Goztow on Tue, 27 Mar 2007 12:27:36 GMT

Thanks to our strong €, it gets sold here for 45 € .

Subject: Re: C&C 3 Reviewed!
Posted by Oblivion165 on Tue, 27 Mar 2007 14:17:58 GMT

MaidenTy1 wrote on Tue, 27 March 2007 07:21Jeep Rubi wrote on Tue, 27 March 2007 04:59I like c&c3 much better than sup com. Thats why im buying it instead of torrenting it like sup com.
...ok... thanks for making computer games expensive for anyone who isn't a thief.

Piracy makes things less expensive. Key in point - VHS tapes, back in the day vhs tapes for popular movies like back to the future would cost up to and around $120. Then VCR's hit the streets and wow! 20-25 bucks now, guess those tapes got cheaper to make all of the sudden.

Not true in every case but I dont ever recall games being any less than the standard we have right now. N64 was 49.99 for every game and a decent emulator like project 64 were no where to be found at that time.

Subject: Re: C&C 3 Reviewed!
Posted by Oblivion165 on Tue, 27 Mar 2007 14:55:45 GMT

Edit button was gone

Even though DVD's were always just above VHS in price the release dates are now sometimes less than a month from when a movie comes out in theaters....thanks to piracy.

Subject: Re: C&C 3 Reviewed!
Posted by Canadacdn on Tue, 27 Mar 2007 17:48:17 GMT

Yahoo!

I bought C&C 3 today, and it's very fun.

Subject: Re: C&C 3 Reviewed!
Posted by Oblivion165 on Tue, 27 Mar 2007 23:30:53 GMT
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So how does everyone like it? I myself love it, I hate to say that with it being a EA product and all but it will still have to be modded.

Subject: Re: C&C 3 Reviewed!
Posted by Goztow on Wed, 28 Mar 2007 06:24:12 GMT
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Oblivion165 wrote on Wed, 28 March 2007 01:30So how does everyone like it? I myself love it, I hate to say that with it being a EA product and all but it will still have to be modded.
I started the single player Nodm issions yesterday and i really got that good old C&C3-feeling. I also feel that going through the missions will allow me to get a better sight on advantages and disadvantages of some units as all units aren't immediately unlocked .

I had a little sneak peak at the Scrin in an easy skirmish, just to check out the units and it went quite well. The game is so intuitive that it will be easy to adapt to playing with them.

Subject: Re: C&C 3 Reviewed!
Posted by Dave Anderson on Wed, 28 Mar 2007 06:30:53 GMT
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I wish I could play the game, but I don't have a DVD drive.

Subject: Re: C&C 3 Reviewed!
Posted by icedog90 on Wed, 28 Mar 2007 06:42:20 GMT
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You can get one for like... $10.

I never found the old C&C feel in C&C3.

Subject: Re: C&C 3 Reviewed!
Posted by JPNOD on Wed, 28 Mar 2007 06:44:58 GMT
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So many people buying C&C3

EA better make a C&C3

and since Renegade didn't really hit the spot. The more reason for EA to make a Renegade 2.

- Unmatched gameplay there is no game with the same settings as Renegade.
- Gameplay unique..

And so on If EA would make a Ren2 it would be another milions of dollars for EA

Subject: Re: C&C 3 Reviewed!
Posted by Creed3020 on Wed, 28 Mar 2007 13:26:09 GMT
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Played a skirmish yesterday with seven other AI's. They were all set to scrin at different difficulties. I wanted to see what they were like from the AI point of view first before playing them myself.

My only thing I see being a problem with them is not being able to tell the building apart. Their 'infantry' and 'vehicle' producing structures are nearly identical.

Subject: Re: C&C 3 Reviewed!
Posted by PlastoJoe on Wed, 28 Mar 2007 13:29:22 GMT
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C&C reviewed by Ctrl+Alt+Del:

http://www.ctrlaltdel-online.com/comics/20070328.jpg

Subject: Re: C&C 3 Reviewed!
Posted by Jecht on Wed, 28 Mar 2007 13:36:41 GMT
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This game feels like a C&C game. To be honest, that's mostly all I wanted. Haven't found a whole lot of bugs yet, aside from the harvester getting stuck behind defenses instead of going around them in certain instances. Currently I'm playing Nod in the single player missions, up to the mission where you "ally" with GDI.

Not too fond of the blonde chick on Nod(doesn't seem radical enough), but the guy with the long hair is funny at times, and Kane is as big of a megalomaniac as he has ever been.

Subject: Re: C&C 3 Reviewed!
Posted by Oblivion165 on Wed, 28 Mar 2007 13:40:36 GMT
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Dave Anderson wrote on Wed, 28 March 2007 02:30I wish I could play the game, but I don't have a DVD drive.

http://www.newegg.com/Product/Product.aspx?Item=N82E16827106067 - LITE ON
http://www.newegg.com/Product/Product.aspx?Item=N82E16827101132 - Sony
17 bucks for either but if your computer didn't come with a DVD rom then I don't think it would be able to play it anyway. BTW GDIDF - hehe

Creed3020 wrote on Wed, 28 March 2007 09:26Played a skirmish yesterday with seven other AI's. They were all set to scrin at different difficulties. I wanted to see what they were like from the AI point of view first before playing them myself.

My only thing I see being a problem with them is not being able to tell the building apart. Their 'infantry' and 'vehicle' producing structures are nearly identical.

I have the same problem, even with the ion cannon it takes me like 5 seconds to pick a spot because I cant tell what is what.

Subject: Re: C&C 3 Reviewed!
Posted by Canadacdn on Wed, 28 Mar 2007 15:44:41 GMT
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For some reason, the patch downloader just locks up whenever I open it up. Is there anywhere I can get the patch other than the downloader?

Subject: Re: C&C 3 Reviewed!
Posted by Dave Anderson on Wed, 28 Mar 2007 16:20:18 GMT
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Quote:http://www.newegg.com/Product/Product.aspx?Item=N82E16827106067 - LITE ON
http://www.newegg.com/Product/Product.aspx?Item=N82E16827101132 - Sony
17 bucks for either but if your computer didn't come with a DVD rom then I don't think it would be able to play it anyway. BTW GDIDF - hehe

Nah, my computer runs the game perfectly smooth on high detail, I just never got around to purchasing a DVD drive over the years; never really had need for one until now.

Quote:BTW GDIDF - hehe
>.>

Subject: Re: C&C 3 Reviewed!
Posted by Sir Phoenixx on Wed, 28 Mar 2007 16:59:39 GMT
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Download the game off of EA Link, no DVD drive needed.

Subject: Re: C&C 3 Reviewed!
Posted by Canadacdn on Wed, 28 Mar 2007 20:44:31 GMT
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Canadacdn wrote on Wed, 28 March 2007 09:44For some reason, the patch downloader just locks up whenever I open it up. Is there anywhere I can get the patch other than the downloader?

Can anybody help me with this? I really want to play online.

Subject: Re: C&C 3 Reviewed!
Posted by Dave Anderson on Wed, 28 Mar 2007 20:48:58 GMT
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They have been having problems with anything related to the Online play or the patches. There is an article about it on CNCDEN.

CNCDEN News ArticleEA Acknowledges Multiplayer Problems
Tue - Mar 27, 2007, 11:31 pm [EST] posted by Lion

C&C3 icon
At least EA is aware there's some big problems with the online segment of the C&C3 game. The following was posted by an EALA Dev Team member on the official C&C3 forums tonight:

   I'm on the Dev team here at EALA. I apologize for the teething problems with Multiplayer; I fully acknowledge that we've had a bumpy start with the on-line lobbies. I hope you'll be patient as we work through the issues. We're actively tracking and working on the following problems right now:

   1. Frequent disconnects while you are in the on-line lobbies

   2. Occasional crashes when you switch between auto-match and custom match (and sometimes when you switch between lobbies in custom match)

   3. Difficulty in browsing games or joining a game because the game list constantly refreshes and the slider bar jumps to the top of the game list scroll bar

   We're also looking at why some of you are having problems with the patching system. We may contact you individually to get more information in order to help us make a fix.

   We're looking at posting a new patch within the next day or two to address some of these issues. This is not a promise to post a fix for everything - just a promise to fix as much as we can

as quickly as we can.

    Please hang in there... we're working on the issues.

Like I said in my previous post, it's just day one. So hopefully they'll fix what needs fixin with a quickie patch. At least I know the problems weren't on my end. I did manage to watch a couple live C&C3 games tonight via the BattleCast feature that allows that. I saw one player using SCRIN, and he wooped up on the Nod player big time.

UPDATE: EA is working on the servers tonight. They'll be down from 8:45P.M. - 9:00P.M. (PST) They're doing some server changes that should hopefully reduce the number of lobby disconnects that folks have been seeing.

Subject: Re: C&C 3 Reviewed!
Posted by Canadacdn on Wed, 28 Mar 2007 21:17:52 GMT
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Good. I tried updating to 1.1 manually by getting the files from the FTP, but that didn't work very well.

Subject: Re: C&C 3 Reviewed!
Posted by Goztow on Thu, 29 Mar 2007 11:18:07 GMT
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http://www.thekoss2.org/forum/viewtopic.php?t=5237 Check here. It's prolly your firewall . This topic contains your answer.

Subject: Re: C&C 3 Reviewed!
Posted by reborn on Thu, 29 Mar 2007 11:53:24 GMT
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PCgamer in the UK gave it an 82%
They focused on the ageing sage engine, the not so perfect pathfinding, the flashbangs not being able to blow up walls, the vehichles and infantry just fading away when they die, the fact it isnt updating the RTS gameplay to modern games style, just all the shitty bits.
But they also rated the actors, the relevance of the story to modern day, and the general gameplay experiance.
They also heavily commented on the "rush" style all games will be, only they thought that was a good thing. I disagree.

But still, I have my kane edition waiting for me tomorow. =]

Subject: Re: C&C 3 Reviewed!
Posted by puddle_splasher on Thu, 29 Mar 2007 12:23:39 GMT
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Playing it at the moment and loving it.

The game-play whilst on the hard level is still very easy

Subject: Re: C&C 3 Reviewed!
Posted by Creed3020 on Thu, 29 Mar 2007 12:53:07 GMT
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That article from CNCDen, #3 is one of the most annoying bugs I have encountered. It drives me insane. Imagine Renegade had a bug like that...a00 nicks would be in even higher demand.

Subject: Re: C&C 3 Reviewed!
Posted by Jaspah on Fri, 30 Mar 2007 00:24:42 GMT
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Is it me, or does the atmosphere just not feel right?

Subject: Re: C&C 3 Reviewed!
Posted by Renx on Fri, 30 Mar 2007 02:28:38 GMT
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It's better once you get to Europe. No more cities(besides the ones in ruin), just tiberium wastelands as it was in the previous games.

Subject: Re: C&C 3 Reviewed!
Posted by Oblivion165 on Fri, 30 Mar 2007 02:41:51 GMT
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In GDI SP the scrin are just too easy. Build 4 airfields and 4 bombers for each, all you have to do is take out the construction yard and the rest blows up with it. Their anti-air just cant handle 16 bombers all flying at once.

Subject: Re: C&C 3 Reviewed!
Posted by Renx on Fri, 30 Mar 2007 12:40:51 GMT
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Or build 4-8 and use the stratofighter upgrade or whatever it's called.

I didn't do that though. The only scrin missions I found hard were the Berne mission and the one before it. They just sent endless amounts of those carriers and cruisers, and were killing my units almost as fast as I could produce them in the mission before Berne. In Berne I just build a few WFs though and everything was good.