
Subject: Generals

Posted by [Try_lee](#) on Sun, 02 Mar 2003 18:54:47 GMT

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Like I said when I first loaded up the medical level DM map, what is often missing from games is some sense of atmosphere. Whilst TS, RA and TD held people by them having dark and powerful storylines or a storyline which people could relate to past or present events Generals and RA2 went completely in the wrong direction.

Although lots of people like the Gameplay of RA2 and people still play because of that, Generals just doesn't cut it anywhere except visually. This is one reason I am worried about the next C&C. Those from the Pacific studio are really incapable of creating a truly great RTS game.
